PRIMA'S OFFICIAL STRATEGY GUIDE

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NEW MOVES, LEVELS, AND SECRET CHARACTERS REVEALED!

DOA2
HARDCORE™

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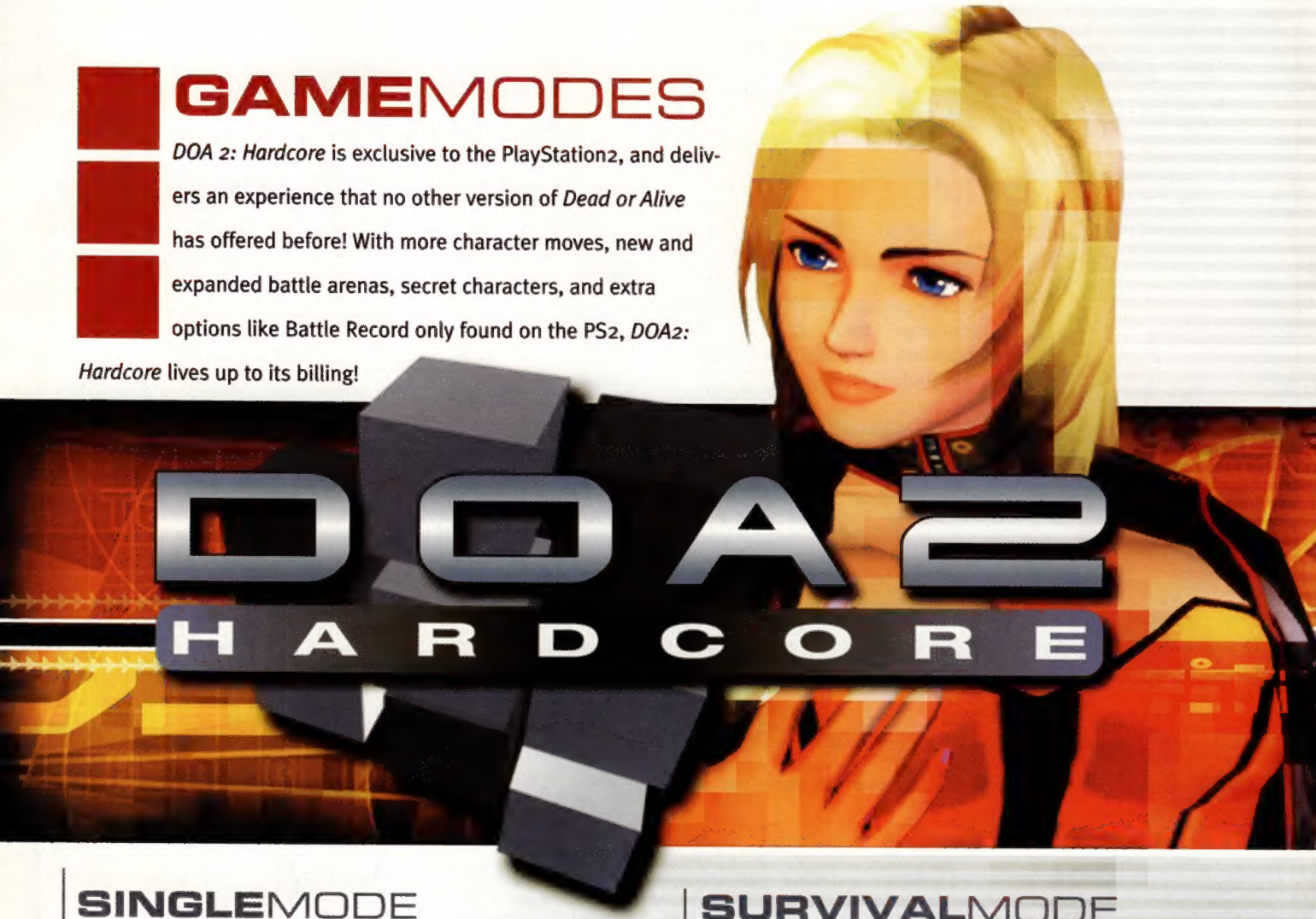
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DOA2
HARDCORE

PRIMA'S OFFICIAL STRATEGY GUIDE

GAMEMODES

DOA 2: Hardcore is exclusive to the PlayStation2, and delivers an experience that no other version of *Dead or Alive* has offered before! With more character moves, new and expanded battle arenas, secret characters, and extra options like Battle Record only found on the PS2, *DOA2: Hardcore* lives up to its billing!



SINGLEMODE

Single Story Mode allows you to follow your character's story while fighting CPU-controlled characters, including ultimately battling Tengu.

TIME•ATTACKMODE

Time Attack Mode allows you to play against the clock while battling a predetermined roster of CPU-controlled opponents. The faster you are, the lower your total time will be. Challenge a friend or try to set a new world record!

SURVIVALMODE

In Survival Mode, your skills will be tested to the max! Take on round after round of foes, and see how many you can eliminate before being eliminated yourself!

TIP

In Survival Mode, you earn back a small portion of your health after winning each match. Keep this in mind during battle, especially in situations where your health is almost gone. If you can secure a couple of speedy victories, you'll be quickly back to full health and ready to crush the never-ending wave of challengers!



TAG•BATTLEMODE:

Tag Battle is possibly the most intense fighting experience of all time! With two, three, or even four players parked in front of your PlayStation2, two teams go head to head – to the bitter end!



TIP

Tag Battle Mode has one unique element not found anywhere else in "DOA2: Hardcore" – tag team attacks! Using the proper command, teammates can combine forces to execute special attacks that can devastate their foes. Although any two teammates can perform these attacks, certain teammates have access to unique attacks that no other teams can perform. Look closely at each character's list of tag team attacks to discover the most powerful tag team combinations available. The moves listed first in the tag team attacks section are for special character match-ups, and the last move listed is that character's standard tag team attack when an opponent is thrown to them. In other words, if your character doesn't have a special tag team attack with his partner, they'll perform this standard move instead.

NOTE

ALL TAG TEAM ATTACKS ARE PERFORMED IN CLOSE QUARTERS, EXACTLY LIKE A THROW. FOR MORE DETAILS ON HOW THROWS WORK, CHECK OUT THE THROWS SECTION.

DOA2 HARDCORE

TIP



In Tag Battle Mode, inactive team members slowly regain their health, which means that switching fighters can become a strategic necessity. If it looks like the end is near, retreat, regain some health, and then reenter the fray.

VERSUSMODE

Versus Mode allows you to go head to head with a human opponent. Honing your skills against the CPU is one thing, but displaying mastery over a real-life opponent is another. This is where the student becomes the master!

TEAM•BATTLEMODE

Team Battle Mode is somewhat similar to Survival Mode. However, rather than trying to see how far you can take one character, you select anywhere from one to five characters and spar against another team of the same or differing size. If one of your characters is defeated, the next character in your lineup takes his or her place. The last character standing is the victor.

TIP



There are many strategies to help you build the ultimate team. Some people select their strongest character first, while other people prefer to pick less-than-stellar fighters at the beginning, and anchor their team with their strongest character. No matter which you choose, you can't switch the order once you've made your final selection. No lifelines here.

SPARRINGMODE

Sparring Mode allows you to test your character's most lethal moves and hone your fighting skills to a razor edge. Choose to play versus the CPU and pummel opponents while mastering each character's deadliest moves. Watch the bottom of the screen to see what button combos you used to successfully complete the moves. If you're having trouble with a specific attack, Sparring Mode gives you the opportunity to focus all your attention on executing that attack, without worrying about your competitor. Choose your arena and your enemy, and go to town!

TIP



Choose to play against a friend to practice your high, low, and middle attacks so you can get experience with counters, throws, and holds, which can be some of the most deadly moves in the game.

COMMON CHARACTER ABILITIES

Every character in *DOA2: Hardcore* has several common categories of attacks. These attacks vary from character to character (in terms of damage values, hit ranges, etc.), but the basic strategy can be transferred across all characters in the game. However, no amount of instruction will ever make you into the perfect warrior. All we can do is explain the basics, give you some examples, and allow you to branch out on your own. Remember, improvisation can't be taught, but the more you know, the better fighter you'll become.

MOVEKEY

All of the commands for the moves in this guide are given assuming that your character is on the left side of the screen, facing to the right. Simply reverse the directional button commands to access moves when standing on the right side of the screen, facing to the left.

- Tap Forward: ⇨
- Hold Forward: →
- Tap Down-Forward: ⇲
- Hold Down-Forward: ↘
- Tap Down: ⇩
- Hold Down: ↓
- Tap Down-Back: ⇱
- Hold Down-Back: ↙
- Tap Back: ⇦
- Hold Back: ←
- Tap Up-Back: ⇖
- Hold Up-Back: ↖
- Tap Up: ⇧
- Hold Up: ↑
- Tap Up-Forward: ⇗
- Hold Up-Forward: ↗
- Punch: ▲
- Kick: ●
- Free: ■

DAMAGESYSTEM

As with most fighting games, *DOA2: Hardcore* uses a point-based damage system. Each move that your character executes deals out a particular amount of damage if it makes contact, reducing your opponent's life meter by the indicated amount. The first character to have his or her life meter drained of points loses the match. Consult each character's chapter to see the amount of damage each character's attacks can do.

NOTE

USING THE DEFAULT SETTINGS, EACH CHARACTER HAS 240 POINTS OF ENERGY.

WALL•SMASHES•AND•STAGE•BREAKS





One aspect of battle that's unique to *DOA2: Hardcore* is characters' ability to tack on extra damage to individual attacks using the environment. All characters have attacks that can thrust their opponents away from them; and, if the opponents are shoved into a nearby wall or breakable barrier, additional damage is added. This can change the complexion of a fight in a heartbeat, as less-threatening moves become seriously damaging, and explosive moves become earth-shatteringly severe.

Wall Smashes occur when one character hits his or her opponent with a particularly brutal blow that forces the opponent into the wall. Although hitting the wall can be painful, certain walls are equipped with explosive barriers, doing even greater damage than a typical Wall Smash. Fighters who can take advantage of this system will find it to be quite rewarding.

Stage Breaks are an extension of Wall Smashes. Almost every stage has at least one barrier that can be broken through if a character is smashed into it. In addition to the regular Wall Smash dam-

age, victims of Stage Breaks also incur damage when landing in the area broken in to. This makes Stage Breaks even more valuable than Wall Smashes, but they're also less common and more difficult to execute.

DOA2: Hardcore has more Stage Breaks than any other version of *DOA2*. There are breaks in many of the new stages, and old stages – such as Dragon Hills – also have new Stage Breaks. Consult the "What's New for PS2" section of the book for a breakdown of all the Stage Breaks.





CHARACTERBASICS

Each character in *DOA2: Hardcore* can perform certain common techniques in battle. Although none of these maneuvers involve actual attacking, they can be used to launch attacks or thwart them, or both.

BLOCKING

Blocking is one of the most important techniques to master in any fighting game. There are only two blocking types: high and low.

High blocks are performed by holding the Directional Pad directly away from your opponents; ← if you're standing to their left or → if you're standing to their right. High blocks take away the sting of attacks aimed at the chest or middle of your character's body, but won't protect you from low attacks.

Low blocks are performed by holding the Directional Pad down and away from your opponents; ↙ if you're standing to their left or ↘ if you're standing to their right. Low blocks thwart sweeping attacks that would normally take your legs out from under you, but they won't stop middle range attacks from hitting you. Luckily, though, you'll also avoid all high attacks in this stance.

NOTE

Certain attacks in *DOA2: Hardcore* aim at a specific range of an opponent's body but can't be blocked at that range. For example, Jann Lee's Dragon Kick aims at his opponent's head, but a high block won't prevent the attack. The only way to avoid this type of attack is to get out of the way, either by ducking, manually moving your character out of the line of attack, or countering at that attack height at just the right moment.







JUMPING

By pressing the Directional Pad in any vertical direction, ↖, ↑, or ↗, you can make your character take to the air temporarily. This can be used to launch airborne attacks at your opponent, or to jump over low attacks and immediately launch a counterattack while the opponent is defenseless. Jumping isn't nearly as useful or frequently used as blocking, but it's still a valuable technique to master and can throw an element of surprise into battle.

FREE MANEUVERING

Most of the fighting in *DOA2: HARDCORE* takes place on a two-dimensional plane, but it's possible for either combatant to move freely about the environment and wage battle from all angles. In the Arcade version of the game, this maneuvering can only be accomplished by using the Free button, ■. To move toward the background, press ⇧,⇧,■. To move into the foreground, press ⇩,⇩,■.





TIP



In the Playstation2 version of "DOA2: Hardcore", the analog stick on the dual shock analog controller serves as an automatic way to engage in Free Maneuvering. Simply move the stick wherever you want your character to go, and he or she instantly moves in that direction. Although this can be an incredibly useful technique, performing anything other than basic attack commands with the analog stick tends to be more difficult than when using the Directional Pad. Try using the analog stick to make quick Free Maneuvers, then immediately switch back to the Directional Pad to block attacks or launch complex attacks.

ADVANCED•CHARACTERABILITIES

Each character can perform attacks in many basic situations. While some characters have unique categories of attacks, all of them have attacks in the following categories.

BASICATTACKS

Basic attacks are the simplest fighting techniques: high, middle, and low punches, and high, middle, and low kicks. Every character can perform these, but the damage inflicted by these attacks changes slightly from character to character. For example, stronger characters, such as Bass, do more damage with these attacks than relatively weaker characters, such as Ayane.







JUMPINGATTACKS

Many different attacks are available to your character depending on the type of jump they make. There are five categories of jumping attacks: forward jumping attacks, backward jumping attacks, vertical jumping attacks, and attacks performed immediately following a landing from either a forward or backward jump. It may sound complicated, but learning how to employ these techniques in battle can mean the difference between success and failure.





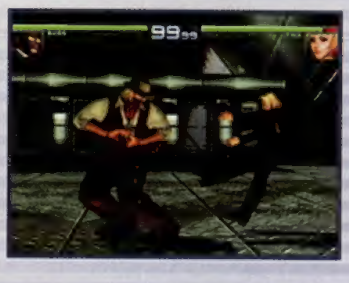
DOA2 HARDCORE



TIP

The attacks that your character can perform after landing from a jump are often more deceptive than regular jumping attacks. This will become painfully obvious to you the first few times you fight Tengu, who has some of the most powerful post-landing attacks in the game. To use these attacks to their greatest advantage, you need to understand the nature of each attack, jump unexpectedly, and fool your opponent into thinking that you're just going to land without attacking. If you can manage to fool your opponent, you can turn the tide of a fight to your advantage, take an insurmountable lead, or even eke out a win with a surprise attack. Just don't go to the well too many times, or your opponent may catch on.





BACK•FACING ATTACKS

Although some characters have a greater propensity to turn their backs on their opponent than others, the fact remains that all characters will have their back to their opponent at one time or another. Some characters (such as Ayane) are built to fight with their backs turned, while others (such as Leon) have only a few moves meant to help them survive when turned around unexpectedly.

Remember that you can't block when your character's back is toward your opponent. It's still possible to duck high attacks or jump over low attacks (or simply run away until you can turn back around), but in most cases, your fighting ability is seriously compromised.

TIP

Fighting with your character's back to your opponent can be very disadvantageous, but it also can lure overzealous opponents into a trap. Because your character has her back turned, your opponent is very likely to run in with abandon to land a quick hit or two. However, if your timing is good and you can predict your opponent's next move, you can use your arsenal of back-facing attacks to intercept the advance and stop your opponent cold.





UNIQUEATTACKS

Each character in *DOA2: Hardcore* has an extensive arsenal of unique attacks. While some characters share similar techniques (such as the Niki or Niki Kick, which are basically the same attack), these attacks define their fighting styles and tend to dictate their strengths and weaknesses.

Unlike basic attacks, the commands required to execute unique attacks (also known as special moves) tend to be far more complex. In general, the more complex the command, the more damaging the attack.

TIP

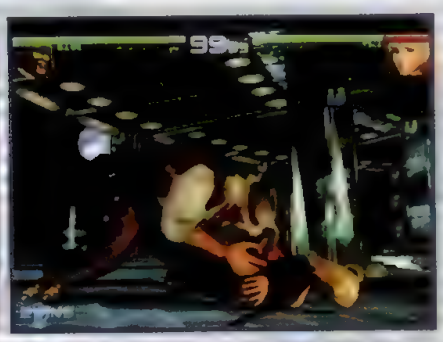
Simply hitting your opponent with unique attack after unique attack isn't likely to result in victory. Study your character's unique attacks carefully, and look for creative ways to combine them to maximize the damage you can do. Some characters are better at this than others, so don't be surprised if speedy characters, such as Kasumi, have higher multi-hit combination totals than a slower character, such as Bass. Ultimately, a character's general fighting style dictates the number of unique attacks he or she can combine.

THROWS

Throws allow your character to damage the opponent in a way that can't be blocked. To execute a throw, your character must be within a specific distance from the opponent, usually no greater than the width of either character.

Once a character has initiated a throw, the opponent can't escape. However, throws can be interrupted before they start. If the character about to be thrown can input his or her own throw command, the throw is negated.

In addition to standard throws, there are special types of throws known as combination throws. A combination throw is a multi-part attack that generally has two or three distinct stages. Characters can't avoid the first part of a combination throw, but they can break out of combination throws during the brief pauses between the different stages. Inputting a throw command during a pause in a combination throw allows the character being thrown to escape.

DOA2 HARDCORE

TIP

You can speed up the stages of a combination throw to prevent your victim from successfully breaking out.

If you're the one being thrown, look for the words "Combination Throw" to appear on screen to give you a clue as to when your opponent attempts to advance to the next stage of the throw.





HOLDS

Frequently referred to as counters in this guide, holds are defensive maneuvers that catch an opponent's attacks and turn them into offensive maneuvers. Each character has access to four basic holds – holds that counter high attacks (punch or kick), holds that specifically counter middle attacks (punch or kick), and holds that counter low attacks (punch or kick).

Aside from the standard counters, some characters have access to advanced holds that do more damage than standard holds. However, the commands for these holds are more complex and tend to compromise that character's defenses. Using a hold when an opponent hasn't attacked leaves a character vulnerable to attack while he's recovering. This dynamic makes holds useful and dangerous at the same time, increasing the usefulness of fake attacks and other tactics that can't be countered.

DOWNATTACKS





When beating your opponent senseless with your regular attacks just isn't punishment enough, it might be time to investigate down attacks. Down attacks can be used only when one of the combatants has been knocked flat on the floor.

Although most of the down attacks in *DOA2: Hardcore* do relatively minor amounts of damage, it's hard to pass on a feature that can help you win a fight. Of course, the big danger with using a down attack is that the downed opponent may be able to get out of the way before you can reach them, leaving you wide open for a massive counterattack. Decisions, decisions....

Down attacks tend to have simple commands, and either involve jumping at an opponent or punching/stomping on them while they're down. Both types of down attacks are appropriate for different situations, but acting quickly to succeed with them is always key.

TIP

It's difficult to weigh the benefits of using a down attack or just waiting for your opponent to get up, especially when you consider the consequences for missing. Try activating the down attack command immediately after hitting them with a multi-hit combination attack or any other move that knocks them hard onto the floor. You'll maximize your chances of hitting them if you're already in the air when they've just landed.

UNIQUEATTACKS

Tag team attacks are only available in Tag Battle Mode, so you'll have to get used to playing nicely with someone else in order to witness some of the most spectacular moments in fighting game history. Tag team attacks are not only essential to your survival in Tag Battle Mode, but the style points you get for landing one are enough to send your Q rating through the roof! Tina would be jealous....

Tag team attacks are almost always activated by a simple command (see individual character sections for examples), and they function much like throws in terms of range. As long as you're close to your opponent when activating the tag team attack command (about one character's body width away), you should be able to hook them in and show off your best stuff.

Every set of characters has at least one tag team attack available to them, but remember that certain characters can perform special maneuvers with a specific partner. Review individual character chapters for details on who works best with whom.

The other special aspect of Tag Battle Mode is the ability to switch between characters in the middle of a multi-hit combination attack. One character can start the barrage going, then jump away from the action and allow his or her partner to take over. When a teammate is not engaged in battle, he or she slowly regains some of his or her life energy. Knowing this, you can protect your weaker character(s) if they're about to die, or to just "top them off" while they wait for the opportunity to rejoin the fray.





TIP

You can switch teammates up to three times in a single string of attacks in Tag Battle Mode. Simply perform a portion of your favorite attack combination, then switch partners to let your next character dole out the punishment, and then switch back to keep hurting your foe. Viva la Juggle!



WHAT'S NEW FOR PS2

DOA2: Hardcore is a PlayStation2 exclusive, which means there are many new features in the game that are available only on the PS2. What are they, you ask? Well, read on and find out!

NEW STAGES AND STAGE BREAKS

As if the old ones weren't enough fun already, *DOA2: Hardcore* adds 10 new stages and updates some old favorites, as well. Each new stage sets a high-water mark for graphic excellence, and many incorporate unique touches, like the live scoreboard in the D Octagon. Also, many of the new levels have Stage Breaks, and some of the old levels have new Stage Breaks. Below is a complete list of all of the Stage Breaks available for each stage.

Stage	Break Location	Break Method
The White Storm	middle platform	knock opponent onto floor
The Great Opera	balcony railing	knock opponent into balcony railing
The Demon's Church	any window	knock opponent into window
The Aerial Garden	wooden railing	knock opponent into railing
The Dragon Hills	any rice paper window	knock opponent into window
The Crimson	railing	knock opponent into railing
The Koku An	any rice paper window	knock opponent into window
Burai Zenin	huge door	knock opponent into door

NOTE

If a stage is unlisted, there are no Stage Breaks available. However, there are always walls or other hazards available to smash your opponent into, as well as ledges to knock your opponent off. These hazards are obvious to the naked eye, so take a look at each environment to find them all!

NEW COSTUMES

Showing off some of the latest styles from across the world, every character in *DOA2: Hardcore* gets at least one new costume—and, in extreme cases, as many as four new costumes! That makes for a whopping total of 71 available costumes!

NEW FEATURES

Some new features are hidden, so consult the "Secrets" chapter at the end of this guide to find them all.

WATCH MODE

Watch Mode allows you to sit back and enjoy two CPU-controlled fighters duke it out for supremacy, either in Versus Mode or Tag Battle Mode. If you're looking to get an edge on your opponents, it may be worth your while to watch one CPU logic against go up against another CPU logic, and learn the techniques the game uses to beat itself.

BATTLE RECORD

Select Battle Record to keep a living ledger of your performance and use it to break down your own game! You'll never get a more accurate reading of your own skills than by watching your decision-making process in action. Guaranteed positive results in minutes!

UPS MODE

UPS stands for "User Profile System." This feature keeps detailed statistics of your battles, tracking more battle information than you'd ever imagine possible! Your lifetime win/loss record, win/loss record per opponent, and average time to defeat your opponents are but a few of the statistics that will have you striving for new heights of achievement every time you go to battle!

CG GALLERY

Ever wonder what your favorite character or stage looked like before they made it into the game? Well, you can find out! CG Gallery contains a veritable plethora of conceptual images from *DOA2: Hardcore*. Treat yourself to a day at the museum–in front of your own TV!

COLLECTION

The Collection option appears after you have unlocked any one secret in the game. When you select it, you see exactly which secrets you've unlocked. This can be especially handy in situations where you want to confirm you've met the criteria to unlock a certain secret. Conversely, if you think you've satisfied the condition to unlock a secret, but you can't confirm it in the Collection screen, you know you have to go back and try again.

NEW ATTACKS

Although very few characters have all-new special moves (only Jann Lee, Kasumi, Leon, and Tina are on that list), every character has at least one new counter maneuver added to his or her arsenal–the ability to counter jumping punch attacks. In previous versions of the game, your character could only block incoming jumping punch attacks, but now you can counter them in midair, ripping your opponents for big damage instead of being picked apart by their aerial assaults. Use these new moves wisely!

NEW ATTACKS

Does the goodness ever stop? To add even more absolute bliss, the creators of the game decided to give the world access to two extra characters on top of the already huge roster of 12. Tengu is now a playable character, as is Bayman, a character making his return from the original *Dead or Alive*. To find out how to unlock them, consult the "Secrets" chapter at the end of this guide.



AYANE DETAILS



Home: Japan.
Fighting Style: Mujin tenshin Ninjutsu/Hajinmon
Age: 19
Height: 5'2"
Weight: 104 lbs.
Measurements: Bust 37", Waist 21", Hips 33"
Occupation: Ninja
Costumes: 7
Story: Ayane is Kasumi's dark half sister, but even a sister is not safe from this assassin's sights. Ayane joined the second Dead or Alive World Combat Championship specifically to hunt down and slay Kasumi, the runaway Shinobi. But even this cold-hearted killer has some warmth in her heart for the handsome Hayate, Kasumi's elusive brother.

MOVES
DEADLY MOVES

Target Area: Middle; Damage: 23



Target Area: High; Damage: 35



HISHU
⇦, ▲, (pause) ●
Total Damage:53

This move is almost identical to the Rijin, except that the delay of the kick keeps your back to your opponent until you execute it. Because it takes more skill to hit your opponent with the delayed kick, it does more damage than the Rijin version.

Target Area: High; Damage: 0



KIRIMADOI
⇦, ■ + ▲
Total Damage:0

This move does no damage, but quickly puts Ayane on the opposite side of her opponent with his or her back turned.

Target Area: Middle; Damage: 23



Target Area: Low; Damage: 30



R. • HIEN
⇦, ▲, (pause) ⇩, ●
Total Damage:53

As with the Hishu/Rijin moves, this move is similar to the Riji, except for the pause before the kick. Again, due to the difficulty of landing the delayed move, this attack does more damage than the Riji.


Target Area: High; Damage: 10


Target Area: High; Damage: 10


Target Area: Middle; Damage: 20


Target Area: High; Damage: 30

R. • HISHU

▲, ▲, ⇨, ▲, (pause) ●

Total Damage:70

This move is virtually identical to the R. Rijin, except for the delay before the kick. And as with Ayane's other pause attacks, the delayed kick does more damage than the immediate kick in the R. Rijin.


Target Area: Middle; Damage: 38

GENMU

⇩, ⇘, ⇨, ●

Total Damage:38


Target Area: Middle; Damage: 40

SHUGETSU

⇖, ●

Total Damage:40


Target Area: Middle; Damage: 45

RYUBI

⇗, ●

Total Damage:45

KOEIGA

⇨, ▲, ▲

Total Damage:50


Target Area: Middle; Damage: 22


Target Area: Middle; Damage: 28

SAJIN

⇙, ▲, ●

Total Damage:43


Target Area: Low; Damage: 18


Target Area: Low; Damage: 25



MOVES
DEADLY MOVES

Target Area: Middle; Damage: 28



FUJIN
⇦, ●

Total Damage:28

Target Area: Middle; Damage: 32



SHO
⇦, ■+●

Total Damage:32

Target Area: Middle; Damage: 43



KOKUSO
With your back facing your opponent
▲+●

Total Damage:43

Target Area: High; Damage: 24



Target Area: High; Damage: 15



Target Area: Middle; Damage: 30



HAJINSAI
▲+●, ▲, ⇖, ●

Total Damage:69

Target Area: High; Damage: 10



Target Area: High; Damage: 10



Target Area: Middle; Damage: 20



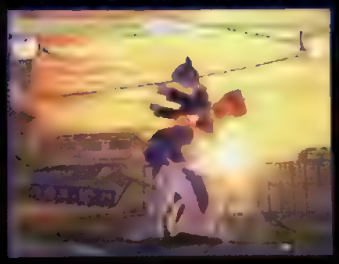
Target Area: Low; Damage: 25



R. • RIJI
With your back facing your opponent ▲, ▲, ⇨, ▲, ⇩, ●

Total Damage:65

Target Area: Low; Damage: 40



Target Area: —; Damage: 20



TENBUJIN

With crouching opponent's back facing you

↙, ■+▲

Total Damage:60

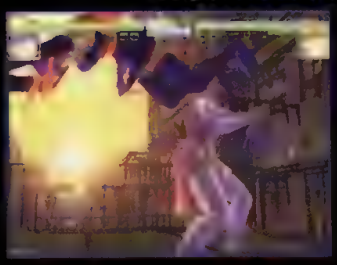
URAYAMI

Back to back with opponent

⇨, ■+▲

Total Damage:58

Target Area: Low; Damage: 58





BASIC ATTACKS

Move	Command	Target Area	Damage
High Punch	▲	High	10
Middle Punch	↘, ▲	Middle	20
Low Punch	↓, ▲	Low	5
High Kick	●	High	27
Middle Kick	↘, ●	Middle	26
Low Kick	↓, ●	Low	10

JUMPING ATTACKS

Move	Command	Target Area	Damage
Jumping Forward Punch	While jumping toward opponent ▲	Middle	15
Jumping Forward Kick	While jumping toward opponent ●	Middle	30
Forward Landing Punch	Immediately after landing from forward jump ▲	Middle	25
Forward Landing Kick	Immediately after landing from forward jump ●	Middle	22
Vertical Jumping Punch	While jumping straight up ▲	Middle	15
Vertical Jumping Kick	While jumping straight up ●	Middle	30
Vertical Landing Punch	Immediately after landing from vertical jump ▲	Middle	25
Vertical Landing Kick	Immediately after landing from vertical jump ●	Low	25
Backward Landing Punch	Immediately after landing from backward jump ▲	Middle	23
Backward Landing Kick	Immediately after landing from backward jump ●	Low	25

RISING ATTACKS

Move	Command	Target Area	Damage
Rising High Kick	Lying on the ground ●	Middle	20
Rising Low Kick	Lying on the ground ↓,●	Low	20
Rolling Rising Kick	Lying face up, head toward enemy ■+●	Middle	40

SPECIAL ATTACKS

Move	Command	Total Damage	Target Areas and Damage Per Strike
Sosho	▲,▲,▲	40	H10,H10,M20
Renten	▲,▲,●,●	74	H10,H10,H27,H27
Koei	▲,▲,⇨,▲,▲	70	H10,H10,M22,M28
Hajin	▲,●	25	H10,H15
Koeiga	⇨,●,●	50	M22,M28
Soha	⇦,⇦,▲,⇦,●	74	H10,H10,H27,H27
Fuzan	⇘,▲,⇦,▲	43	M20,M23
Jirai	⇘,⇘,▲,↓,●	43	L18,L25
Rijin	⇦,▲,●	51	M23,M28
Hishu	⇦,▲,(pause)●	58	M23,H35
Riji	⇦,▲,⇩,●	48	M23,L25
R. Hien	⇦,▲,(pause)⇩,●	53	M23,L30
F. Sosho	⇗,▲,▲,▲	42	H12,H10,M20
F. Renten	⇗,▲,●,●	62	H12,H28,H22
Sajin	⇙,▲,●	43	L18,L25
Renkyaku	●,●	49	H27,H22
Ryuso	⇨,●,●	51	M26,H25
Roso	⇨,●,⇩,●	48	M26,L22
Soten	⇧,●	25	H25
Ryubi	⇗,●	45	M45
Shugetsu	⇖,●	40	M40
Fujin	⇦,●	28	M28
Retten	■+●	35	H35
Rekku	⇘,■+●	30	M30
Roso	⇩,■+●	25	L25
E. Hajin	▲+●,▲,▲	64	H24,H15,H25
E. Fujin	▲+●,▲,●	94	H24,H15,H55
Hajinsai	▲+●,▲,⇖+●	69	H24,H15,M30
Hajin	▲+●,▲,⇩,●	64	H24,H15,L25
Genmu	⇩,⇘,⇨,●	38	M38
Fujinsai	⇩,⇘,⇨,■+●	55	H55
Sho	⇦,■+●	32	M32

BACK-FACING ATTACKS

Ayane has the largest collection of back-facing attacks of any character in DOA: Hardcore. Some of these attacks are very similar or identical to forward-facing moves, but the many unique moves available in this mode make Ayane a true force to be reckoned with.

Move	Command	Total Damage	Target
R. Sosho	▲,▲,▲	40	H10,H10,H20
R. Eiko	▲,▲,⇦,▲,▲,▲	65	H10,H10,H15,H10,H20
R. Fujinsai	▲,▲,⇦,▲,▲,●	100	H10,H10,H15,H10,H55
R. Eikosai	▲,▲,⇦,▲,▲,⇖,●	75	H10,H10,H15,H10,H30
R. Eikogeri	▲,▲,⇦,▲,▲,⇩,●	70	H10,H10,H15,H10,H25
R. Rijin	▲,▲,⇨,▲,●	68	H10, H10,M20,H28
R. Hishu	▲,▲,⇨,▲,(pause)●	70	H10,H10,M20,H30
R. Riji	▲,▲,⇨,▲,⇩,●	65	H10,H10,M20,L25
Rahien	▲,▲,⇨,▲,(pause)⇩,●	70	H10,H0,M20,L30
Rasajin	▲,▲,⇙,▲,●	63	H10,H10,H10,L18,L25
Fusai	⇧,●	35	M35
Shugetsu	⇖,●	40	M40
Z. Rajin	⇦,▲,▲,▲	60	H20,H15,H25
Z. Fujinsai	⇦,▲,▲,●	90	H20,H15,H55
Z. Hajinsai	⇦,▲,▲,⇖,●	65	H20,H15,M30
Z. Hajingeri	⇦,▲,▲,⇩,●	60	H20,H15,L25
J. Sajin	⇙,▲,●	43	L18,L25
Embusho	⇖,▲	24	M24
Enshusen	⇩,■+●	30	L30
Kokuso	■+●	43	M43

THROWS

Move	Command	Total Damage
Momiji	■+▲	40
H. Embu	⇨,■+▲	42
Hikari	Next to wall, ⇨,■+▲	52
Kirimadoi	⇦,■+▲	0
Tosenka	⇦,⇨,■+▲	52
Baisenka	With back next to wall ⇦,⇨,■+▲	60
Tsurara	⇨,⇨,■+▲,(pause)⇧,■+▲	68
K. Gengi	⇩,⇘,⇨,■+▲	55
K. Ranmu	⇩,⇙,⇦,■+▲	60
Namigatana	With your back facing opponent ■+▲	43
Yamigarusu	With your back facing opponent ⇨,■+▲	58
Ryusa	With your opponent's back facing you ■+▲	52
Tsubaki	With your opponent's back facing you ⇨,■+▲	55
Urayami	Back to back with opponent ⇨,■+▲	58
Setsuna	With opponent crouching ⇩,■+▲	55
Kamiyo	With opponent crouching ⇙,■+▲	55
Shusui	With your back to opponent and opponent crouching, ⇩,■+▲	62
Muso	With crouching opponent's back facing you ⇩,■+▲	57
Tenbujin	With crouching opponent's back facing you ⇙,■+▲	60

HOLDS

Move	Purpose	PlayStation2 Mode Command	Arcade Mode Command	Total Damage
Kamiyoi	Counters your opponent's high attacks	↖,■	A,D,Q,P	58
Ayase	Counters your opponent's middle punch attacks	←,■	D,A,P	58
Fubujin	Counters your opponent's middle kick attacks	←,■	A,D,P	45
Kogarasi	Counters your opponent's low attack	↙,■	A,D,Z,P	58
Syun-Rai	Counters your opponent's jumping punch attacks	←,■	D,A,P	72

OPPONENT DOWN ATTACKS

Move	Command	Total Damage
Hyomu	With opponent on ground ↑,▲+●	20
Kawara	With opponent on ground ↓,▲	10

TAUNTS

Move	Command
No Kidding	←,→,←,■+▲+●
Silly	↓,↓,■+▲+●

MISCELLANEOUS MANEUVERS

Move	Purpose	Command
Haijin	Use this move to turn your back to your opponent	↑,▲
Kazemai 1	Get away quickly by performing this back flip	↖,▲
Kazemai 2	Perform this move to quickly get behind your enemy for a surprise attack	With your back next to your opponent ↗
Furo	Advance quickly toward your foe with your back turned to him or her	With your back to the opponent →,→
Renpu 1	Dash and roll quickly toward your opponent, facing backward when you rise; hold → longer for an additional roll.	With your back to the opponent →,→
Oroshi	Spin around quickly to face forward (this is a great move to use as a fake and make your foe think that you're attacking)	With your back to the opponent ↘
Shimo	This move is nearly the same as Oroshi, but leaves you in a crouching stance	With your back to the opponent ↘
Oroshiryu	This move is the same as the last two, but you end up with your back to your enemy	With your back to the opponent ↘,←
S. Oroshi	As with the last several moves, you spin toward the enemy and end up in a backward crouching stance.	With your back to the opponent ↘,↙

TAG TEAM ATTACKS

Move	Teammate	Command	Total Damage
M. Tensho	Ein	→,→,■+▲+●	70
Alley Oop Dragon Kick	Jann Lee	→,→,■+▲+●	70
Maypole Twist	Kasumi	→,→,■+▲+●	70
Super Body Press	Hayabusa	→,→,■+▲+●	70
Ayase 2	Teamed with anyone other than the above	→,→,■+▲+●	58

AYANE
VERSUS CPU STRATEGIES

BASS

Bass certainly has the size and strength advantage in this match, but the disparity in speed gives Ayane a good shot at being David to Bass's Goliath. Bass may land one or two huge attacks, but Ayane can play more of a hit-and-run game, doing small chunks of damage and whittling Bass down slowly. Also, Bass makes a huge target for Ayane's quick-hitting combination attacks, allowing her to hit him in the air multiple times, even if the attacks aren't precisely coordinated. Soften up Bass's defenses with unpredictable, quick attacks, then get him in the air and let loose with as many hits as you can. If you can get Bass in a desperate position, you may have already won the fight.

EIN

Ein is the sixth character you encounter in Story Mode, and he's not shy about bringing the fight directly to you. This can be an advantage and a disadvantage. Ein's attack speed can be blinding, and you'll quickly find yourself face down on the canvas if you don't properly counter. However, if you can read his attacks, counters can definitely make the difference. Hold back your attacks until you see an opening, then act quickly to seal Ein's fate.

GEN FU

Gen Fu may be old, but even the strength and speed of youth are no match for true wisdom. You must play a smarter game against Gen Fu, and it's not easy. Gen Fu can hurt you badly with just a few attacks, so keep yourself protected. Even in close quarters, it's better to let Gen Fu throw you than it is to be pummeled by his well-coordinated and powerful attacks. Use your superior mobility to dance circles around Gen Fu and make him take shots that miss. Then, while he's out of position, strike quickly and go back on the defensive. If Gen Fu starts getting in your face too much, go for a throw that knocks him away and reestablishes your comfort zone.

HELENA

Helena is the third character you encounter in Story Mode. Because of her history with Ayane, you can expect her to fight more fiercely than she does against other characters. She's quite adept at mixing up her attacks, and her speed matches Ayane's. When she enters her low stance, her attacks become even more unpredictable. Confuse her with your back-facing attacks, especially the Shugetsu, and the only tune she'll be singing is the blues.

JANN LEE

Jann Lee is quick enough to match up against anyone in the Dead or Alive World Championship tournament. Fortunately, though, Jann Lee's attacks tend to be somewhat focused on your midsection, so look for easy counter opportunities (such as the final two hits of his frequently used Dragon Cannon) and take full advantage of them. Also, Jann Lee becomes even more aggressive when your back is to him, so nailing him when he's coming in to drop a bomb on you is critical. Until you master Ayane's back-facing attacks, avoid getting caught with your back to Jann Lee because he victimizes beginners. However, if you're adept at fighting with back-facing attacks, you can dismantle Jann Lee without him ever seeing the deadly intent in your eyes.

KASUMI

Kasumi is the fifth character you encounter in Story Mode. Because Ayane is in the tournament just so she can kill her half-sister Kasumi, this is indeed a difficult battle. Kasumi counters well and uses throws at all the right times, giving her a major advantage when it comes to up-close fighting. Also, with speed equal to Ayane's, Kasumi can surprise you. Fortunately, she doesn't stand up to low attacks very well, so try to take her legs out from under her. Then, while she's stunned, follow up with a powerful attack to keep her off her feet for good.

LEI FANG

Lei Fang doesn't have any particular advantage over Ayane, yet she can defeat you easily if you're not careful. Lei Fang wins with finesse, superior positioning, and deft countering. Her weakness is a general lack of durability – she does not stand up well to repeated damage. Because she can dodge nearly any attack thrown at her, be patient and lay down some serious hurt while she's defenseless. Do it quickly, or she may recover in time to make you pay the price instead.

LEON

Leon is a traditional grappler who tends to abandon more traditional punches and kicks for a damaging combo-throw attack. But he still has a mean punch or two. He uses quick attacks of two or three hits each – so by the time you catch on to what's happening, it may be too late to counter or otherwise avoid such attacks. Ding Leon as much as possible, but beware of his superior countering ability. If Leon manages to get you in a multi-part throw, do everything in your power to break free and tag him as he tries to regain his stance. Otherwise, it's going to be a very long day against this wily veteran.

RYU HAYABUSA

Although Hayabusa is a quick character, Ayane's speed advantage often allows her to win the battle of near-simultaneous attacks. Don't be afraid to launch an attack in response to one of his attacks, especially if you're guessing where the attack will hit. But don't attack overzealously – Hayabusa counters well against unwise or repetitive attacks. Mix up your attack range often, and use the Shugetsu from time to time to keep Hayabusa off his feet. The longer you can keep him on the ground, the less chance he has to defeat you.

TENGU

While Tengu can close the door on virtually any attack Ayane can muster, Ayane can interrupt two of Tengu's most feared attacks. During the wind up for his Tornado Attack and his Jump Back Rush, Ayane can drop Tengu cold with her Genmu attack. After Tengu starts those maneuvers, he can't stop, allowing Ayane a free shot if the distance is right and you recognize the opportunity quickly enough. Other than that, though, nothing comes easy against Tengu. Look for opportunities to counter long combination attacks, especially those that would lift you off the ground and put you at his mercy. Also, get up off the ground without putting yourself back in Tengu's attack range, or you may find yourself face down as quickly as you got up.

TINA ARMSTRONG

Tina loves to use her grappling ability to perform combo throws, and getting out of these before she can complete them can mean the difference between winning and losing. If you escape a combo throw, do whatever it takes to regain your balance and take her down before she can recover. Sometimes, these opportunities are all you have to damage this versatile fighter. Tina mixes up her attacks and counters your attacks when you least expect it. Surprise Tina if you want to defeat her. If you can defend her attacks successfully, she'll almost always be open to a counterattack, so don't be too anxious to knock her down in the middle of her multi-hit attacks. Be patient, and seize the moment when she can't defend herself.

ZACK

Zack's reliance on his quick kicking attacks presents you counter opportunities – take advantage of them to beat him. But don't be too anxious; Zack's throws are probably the most underrated throws in the game, and a missed counter almost always results in Zack sending you on a quick trip to the floor. Zack is more vulnerable to low attacks, so be ready to sweep him if he's out of position. If you can block most of Zack's unpredictable arsenal of moves, or at least take advantage of his most predictable attacks, you'll have a much better chance of taking him out than if you emulate his hit-and-run style.

AYANE'S ENDING

Destroying Tengu is the final step in Ayane's plan to become the ultimate force of evil in this world. With the Tengu out of the way and all of her foes already destroyed, there's nothing left to stop Ayane from taking over as the female Tengu. The nightmare has just begun....





BASS ARMSTRONG



DETAILS

Home: U.S.A.
Fighting Style: Pro-Wrestling
Age: 46
Height: 6'5"
Weight: 346 lbs.
Measurements: Bust 56", Waist 53", Hips 54"
Occupation: Pro-Wrestler
Costumes: 5
Story: Bass's daughter, Tina, is quite a handful. She's got her sights set on winning the second Dead or Alive World Combat Championship simply to get exposure as a super model! Bass doesn't want Tina catering to the public. After all, everyone knows that true strength and good character come from bodybuilding!

MOVES
DEADLY MOVES

Target Area: Middle; Damage: 28



Target Area: Middle; Damage: 15



MUSCLE • ELBOW
⇦, ▲ + ●
Total Damage:28/15

The Muscle Elbow is a very unique move because it performs two distinctly different attacks with a single command. In the first part of the move, Bass turns and sticks his elbow out. If it contacts your opponent, it hits for 28 points of damage and knocks the opponent off his feet. At this point, Bass slowly adjusts his body and flexes his elbow back out again. If Bass missed with the first attack, your opponent may mistake the second elbow flex as a chance to attack, and he'll be caught off guard. So, even if the first part of the attack misses, there's still a good chance that the second part of the attack will hit.

Target Area: High; Damage: 0



ESCAPE • BACK
With your back to opponent ✕ + ●
Total Damage:0

This move does no damage to your foe, but it quickly repositions you on his or her opposite side.

Target Area: High; Damage: 30



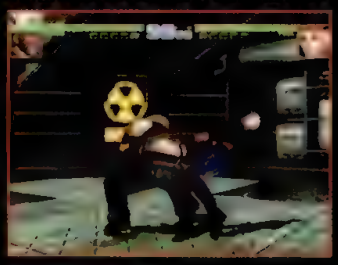
HELL • STAB
▲ + ●
Total Damage:30

CHARACTER PROFILES
BASS ARMSTRONG

Target Area: Middle; Damage: 24



Target Area: Middle; Damage: 33



WILD • SWING

⇨, ▲, ▲

Total Damage:57

Target Area: Middle; Damage: 26



Target Area: Middle; Damage: 25



KNEE • HAMMER

⇨, ●, ▲

Total Damage:51

Target Area: Middle; Damage: 16



Target Area: Middle; Damage: 18



Target Area: Middle; Damage: 35



STUNGUN • CHOP

⇦, ▲, ▲, (pause) ▲ + ●

Total Damage:69

Target Area: Middle; Damage: 35



BUFFALO • CRASH

⇘, ⇘, ▲

Total Damage:35

Target Area: Middle; Damage: 32



FRONT • ROLL • KICK

⇨, ■ + ▲

Total Damage:32

Target Area: Middle; Damage: 27



Target Area: Middle; Damage: 28



HELL • SCISSORS

⇖, ▲, ▲

Total Damage:55

MOVES
DEADLY MOVES

Target Area: N/A; Damage: 0



Target Area: High (can't be blocked); Damage: 55



AXE • BOMBER

↓, ▲+●, (pause) ▲+●

Total Damage:55

Target Area: High; Damage: 55

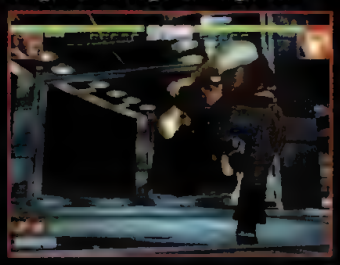


DYNAMITE • LARIAT

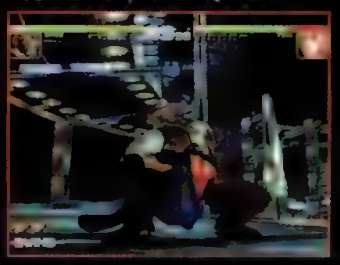
←, →, ■+▲

Total Damage:55

Target Area: High; Damage: 45



Target Area: N/A; Damage: 25



Target Area: N/A; Damage: 35

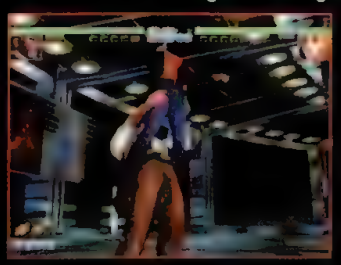


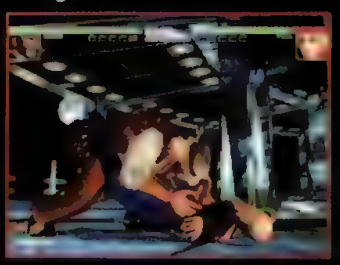
MANHATTAN • DRIVER

↓, ↙, ←, ■+▲, (pause) ↓, ■+▲, (pause) ↓, ↑, ■+▲

Total Damage:105

Target Area: High; Damage: 64





REVERSE • POWER BOMB

With your opponent's back facing you

←, →, ■+▲

Total Damage:64

Target Area: High; Damage: 52



Target Area: N/A; Damage: 30



FACE • CRASHER

With your opponent's back facing you

⇨,⇨,■+▲,(pause)⇨,■+▲

Total Damage:82

BASIC ATTACKS

Move	Command	Target Area	Damage
High Punch	▲	High	12
Middle Punch	⇘,▲	Middle	20
Low Punch	⇩,▲	Low	5
High Kick	●	High	30
Middle Kick	⇘+●	Middle	26
Low Kick	⇩,●	Low	12

JUMPING ATTACKS

Move	Command	Target Area	Damage
Jumping Forward Punch	While jumping toward opponent ▲	Middle	15
Jumping Forward Kick	While jumping toward opponent ●	Middle	35
Forward Landing Punch	Immediately after landing from forward jump ▲	High	30
Forward Landing Kick	Immediately after landing from forward jump ●	Low	20
Vertical Jumping Punch	While jumping straight up ▲	Middle	15
Vertical Jumping Kick	While jumping straight up ●	Middle	30
Vertical Landing Punch	Immediately after landing from vertical jump ▲	High	30
Vertical Landing Kick	Immediately after landing from vertical jump ●	Low	20
Backward Landing Punch	Immediately after landing from backward jump ▲	High	30
Backward Landing Kick	Immediately after landing from backward jump ●	Low	20

RISING ATTACKS

Move	Command	Target Area	Damage
Rising High Kick	Lying on the ground ●	Middle	20
Rising Low Kick	Lying on the ground ↓,●	Low	20
Rising Low Drop Kick	Lying face up, feet toward enemy ↓,■+●	Low	25

SPECIAL ATTACKS

Move	Command	Total Damage	Target Areas and Damage Per Strike
Combo Gong	▲,▲,▲	57	H13, H12, M32
Combo Hammer	▲,▲,↓,▲	51	H13, H12, L26
Combo High Kick	▲,▲,●	58	H13, H12, H33
Combo Kick Crash	▲,●,●	69	H13, M26, H30
Wild Swing	→,▲,▲	57	M24, M33
Hell Stab	▲+●	30	H30
Elbow Rush	↗,▲,▲	57	H27, M30
Stungun Chop	←,▲,▲,(pause),▲+●	69	M16, M18, M35
Power Gong	↙,▲,▲	58	L26, M32
Knee Hammer	→,●,▲	51	M26, M25
Jumping High Kick	↑,●	34	H34
Smash Gong	→,→,▲	32	M32
Bear Scissors	↘,▲+●,▲	58	M30, M28
Kick Rush	↘,●,●	59	M26, H33
One Hand Hammer	↑,▲	25	M25
Buffalo Crash	↘,↘,▲	35	M35
Drop Kick	↓,↘,→,●	40	M40
Flying Cross Chop	→,→,▲+●	35	M35
Kenka Kick	→,→,●	45	M45
Hell Scissors	↖,▲,▲	55	M27, M28
Rolling Axe	←,→,▲	32	M32
Bass Lariat	→,▲+●	38	H38
Front Roll Kick	→,■+●	32	M32
Leg Break	↙,●	18	L18
Low Drop Kick	↓,■+●	25	L25
Muscle Elbow	←,▲+●	28/15	M28, M15
Axe Bomber	→,▲+●,(pause),▲+●	55	H55





BACK-FACING ATTACKS

Move	Command	Total Damage	Target
Swing Bomb	▲	13	H13
Round Elbow	⇩,▲	15	M15
Swing Low Bomb	↓,▲	10	L10
Round High Kick	●	30	H30
Round Middle Kick	⇩,●	28	M28
Round Low Kick	↓,●	25	L25
Trass Kick	⇦,●	35	H35
Round Muscle Elbow	▲+●	28/15	M28, M15



THROWS

Move	Command	Total Damage
Falcon Arrow	■+▲	45
One Leg Standing Head Butt	↘,■+▲	43
Crazy Cow Head Butt	Next to wall ↘,■+▲	55
Water Mill Drop	←,■+▲	42
Bear Press	Next to wall ←,■+▲	55
Bass Tornado	→,■+▲	48
Flying Body Scissors	↑,■+▲	50
Dynamite Lariat	←,→,■+▲	55
Atomic Hammer Crash	Next to wall ←,→,■+▲	65
Oklahoma Stampede	→,→,■+▲,(pause)→,■+▲	70
Manhattan Driver	↓,↙,←,■+▲,(pause)↓,■+▲,(pause)↓,↑,■+▲	105
Super Freak	←,↙,↓,↘,→,■+▲	68
T.F.B.B.	↓,→,←,■+▲	80
T.F.B.C.	Next to wall ↓,→,←,■+▲	90
Escape Back	With your back facing opponent ■+▲	0
Dangerous Backdrop	With your opponent's back facing you ■+▲	55
Locomotion Backdrop	Next to wall with your opponent's back facing you ■+▲	65
Argentine Back Breaker	With your opponent's back facing you ←,■+▲	60
Reverse Power Bomb	With your opponent's back facing you ←,→,■+▲	64
Face Crasher	With your opponent's back facing you →,→,■+▲,(pause)→,■+▲	82
Grizzly Launcher	With your opponent's back facing you ←,↙,↓,↘,→,■+▲,(pause)↓,↓,■+▲	105
Grizzly Crash	With your opponent's back facing you ←,↙,↓,↘,→,■+▲,(pause)↓,↓,■+▲	115
Bass Bomb	With your opponent crouching ↓,■+▲	58
Spiral Bomb	With your opponent crouching ↙,■+▲	65
Double Arm DDT	With your opponent crouching ↘,↘,■+▲	70
Call Branding	With crouching opponent's back facing you ↓,■+▲	70

HOLDS

Move	Purpose	PlayStation 2 Mode Command	Arcade Mode Command	Total Damage
Half Lock Suplex	Counters your opponent's high attacks.	↖,■	←,→,↖,■	63
Shoulder Through	Counters your opponent's middle punch attacks.	←,■	→,←,■	62
Jurassic Trailer	Counters your opponent's middle kick attacks.	←,■(pause)←,←,■	←,→,■(pause)←,←,■	70
Guillotine Drop	Counters your opponent's low attacks.	↙,■	←,→,↙,■	63
Iron Hammer Press	Counters your opponent's jumping punch attacks	←,■	→,←,■	78

OPPONENT DOWN ATTACKS

Move	Command	Total Damage
Double Knee Drop	With opponent on ground ↑,▲+●	22
Stomping	With opponent on ground ↓,●	12

TAUNTS

Move	Command
I Love Tina	⇦,⇨,⇦,■+▲+●
Show Time	⇩,⇩,■+▲+●

MISCELLANEOUS MANEUVERS

NONE

TAG TEAM ATTACKS

Move	Teammate	Command	Total Damage
Docking Driver	Tina	⇨,⇨,■+▲+●	70
Lock-on Sky Twister Press	Tina	⇩,⇘,⇨,■+▲+●	70
Two Platoon DDT	Ayane	⇨,⇨,■+▲+●	70
Alley Oop	Zack	⇨,⇨,■+▲+●	70
Human Missile	Zack	⇩,⇘,⇨,■+▲+●	80
Sheet Slam	Leon or Bayman	⇨,⇨,■+▲+●	70
Oklahoma Stampede	Anyone except Tina, Ayane, or Zack	⇨,⇨,X+●+■(pause)⇨,X+●	75

BASS
VERSUS CPU STRATEGIES

AYANE

Although Ayane has the edge when it comes to speed and maneuverability, Bass can crush her with superior strength and an intelligent fighting strategy. Ayane fights well with a hit-and-run style, darting in occasionally to extract small amounts of damage. Because Ayane is so fast, she can easily take you out of any attack you attempt, so even a well-planned attack may be useless if Ayane has more than a split-second to react. Keep yourself from being badly damaged by putting your attacks on hold and concentrating on playing a stifling defense. Once you've weathered the storm (possibly even countering an attack during the fray), you'll be in prime position to launch your best attacks.

EIN

Ein can't match Bass's brute strength, but he concentrates the strength he does have into brutal bursts. Although he isn't as hit-and-run oriented as Ayane, he also isn't as vulnerable to being attacked after you've blocked his onslaughts. Ein is one tough nut to crack. Because Ein doesn't dance around much, you're more likely to land some of your best throws against him. However, you have to pick your opportunities carefully—if your timing is off, Ein can easily interrupt a throw and pummel you before you can do anything about it. Because of this, counter Ein in the middle of his attack combinations. Most of Ein's attacks target the middle or high ranges, so even if he does catch you off guard, your only hope for survival may lie in a critical counter.

GEN FU

Surprisingly, Gen Fu presents one of Bass's stiffest challenges. Even though his old frame may not appear to be much of a match for Bass's towering figure, Gen Fu has enough strength and speed to blast Bass into next week. Gen Fu's greatest strengths against Bass are his quick-hitting attacks and his ability to counter well. Any time Bass executes an attack that doesn't shoot out immediately, Gen Fu is likely to interrupt it with an attack of his own. Gen Fu parlays these opportunities into huge advantages, knocking you for a loop and then some. Although this doesn't mean you can never successfully attack Gen Fu, your opportunities are certainly limited. Luckily, though, Gen Fu isn't nearly as resistant to the strength of your throws. Keep Gen Fu on the mat to turn the fight in your favor.

HELENA

Helena's speed alone is enough to give even the most seasoned Bass player headaches. However, the frustration factor doesn't end there. Helena can knock Bass into the air fairly easily–after he's up, she won't let him down easy. Although you can't avoid Helena's best attacks, you can take advantage of some of her weaknesses. While Helena is in her low stance, she's extremely vulnerable to your wide variety of low throws. Of course, you're always taking a chance by going for those throws – Helena can quickly launch attacks from her low stance. However, Helena's tendency to attack from the low stance gives you many opportunities for counters. Jump on these opportunities, and you can eventually overcome her.

JANN LEE

Jann Lee's flashy style may strike fear into a lot of other fighters, but Bass's roots in professional wrestling have exposed him to every type of intimidation. However, in this case, there is true power behind the guise. Jann Lee's speed is hard to overcome, especially for a character as big as Bass. However, because Jann Lee tends to attack with reckless abandon, your opportunities for counters are greatly increased. Key in on these opportunities, or Jann Lee will eventually overwhelm you with his mix of speed and power. Be especially careful to avoid Jann Lee's Dragon Kick, as Bass's natural height makes him the perfect target for it. Maintain your cool, wait for the right opportunity, and clamp down on Jann Lee when you've got him where you want him.

KASUMI

Kasumi is the queen of quick-hitting combination attacks–against Bass, that ability goes right through the roof. Bass's sheer size allows Kasumi to lay it on thick when it comes to landing extra hits in the air, so do whatever it takes to keep Bass's extra-large frame on the ground. Unfortunately, there really is no solid strategy for taking Kasumi out. She's simply too versatile to really pin down, and without the speed to match hers, you're in for a long fight. The best you can do most of the time is to counter a few of her combination attacks, or land some kind of counterattack if you manage to block every part of an entire barrage. Look for weaknesses and pounce on them if you can, but don't put yourself at risk.

LEI FANG

Lei Fang doesn't have incredible speed or power, but she is extremely nimble and intelligent, using her strengths to work against Bass's weaknesses. Avoid throwing out moves in the hopes that Lei Fang will just run into them. She's very cautious about approaching Bass prematurely, and she'll quickly make you pay for any unwise moves. Lei Fang must get relatively close to Bass to get into attack range, tipping you to her attack; seize these crucial opportunities to defeat her.

LEON

Facing Leon makes an interesting battle, because he has greater grappling ability than Bass. However, Bass can overwhelm Leon with a greater variety of conventional attacks. Leon's battles focus on going for the best throw he can muster, but he'll still try conventional attacks, too. Defend yourself against a throw, even in the midst of fending off regular punches and kicks. Leon is very tricky, and is so adept at grappling that he counters most of your best throw attempts. Be aggressive and pummel Leon with your best combination attacks; waiting for him to leave you an opening will most likely result in you being grappled to death.

RYU HAYABUSA

Hayabusa's speed is far greater than Bass's, and his quickness allows him to interrupt Bass in the middle of nearly any attack combination. Also, Hayabusa just loves to knock you off your feet, adding additional punishment with extra hits on your pain-ridden trip to the ground. To avoid these unsavory situations, use your strength intelligently, avoiding face-to-face flurries in favor of well-timed and well-planned throws and counters. If you can get your paws on Hayabusa more often than he can nail you, you're bound to win the fight.

TENGU

Oddly enough, Bass is easily Tengu's equal in battle. With nearly equal strength, speed, and maneuverability, Bass can keep up with Tengu in nearly every phase of a fight. Bass can't easily defend or counter Tengu's Whirlwind attack, though, especially if Tengu launches it with only a moderate distance separating you. Otherwise, counter Tengu's most predictable combination attacks and avoid his throws. When you're in close and he seems to clam up defensively, go for your big damage throws. Avoid most of Bass's throw combinations, though, because Tengu is quick enough to duck out of them and counter with a throw or other attack of his own. If you can keep this fight on your terms, you can overcome anything Tengu throws your way.

TINA ARMSTRONG

Tina is the sixth character you encounter in Story Mode. While fighting your own daughter may cause you to question your motives, sometimes the only way to appeal to a young person is to knock the sense straight into her head! Unfortunately, Tina learned everything she knows from you, including how to protect herself. With her speed and fantastic countering ability, Tina can turn almost anything to her advantage. Add in her amazing combination throws, and you've got a big problem. Fortunately, though, Bass still maintains the edge in strength over Tina, allowing you to gain an advantage with a few judicious attacks. Combine this with a few good throws of your own, and you can neutralize Tina's advantage in very short order. Remember, father knows best!

ZACK

Zack is the third character you encounter in Story Mode. His overwhelming variety of attacks is his biggest strength, yet it can quickly become his greatest weakness against Bass. But Zack isn't a pushover – he isn't just going to sit there and let you pummel him. Zack's tendency to send his limbs flying in your direction gives you many opportunities to counter and, with the most powerful counters of any character in the game, the advantage is clearly with you. On the other hand, even if you're on top of every attack Zack throws your way, be equally wary of having your own attacks thrown back in your face. Keep your offense fairly conservative, and stay cool until you can find a clear opening. When your chance comes, seize the moment and check Zack in to the back-break hotel!

BASS'S ENDING

With his victory over Tengu, Bass has proven to everyone that strength is truly what makes someone powerful. Seeing her father's example, Tina rushes back into his wise and protective arms, his little girl once again.



EIN

DETAILS



Home: Unknown
Fighting Style: Karate
Age: 23
Height: 5'11"
Weight: 165 lbs.
Measurements: Bust 43", Waist 33", Hips 39"
Occupation: Karate Instructor
Costumes: 5
Story: It was a cold dark day when this young man awoke in the forest, alone. He could remember nothing of his home, how he came to be lost in the Black Forest of Germany, or even his own identity. But he quickly discovered that his urge to learn to fight was insatiable! He trained tirelessly in the ancient art of karate and earned his keep by teaching others. Ein's is a lost past. He hopes that his thirst for battle and his entrance into the second Dead or Alive World Combat Championship will lead him to the truth.

MOVES

DEADLY MOVES

Target Area: High; Damage: 42



AZUMA

⇦, ⇨, ▲

Total Damage:42

Target Area: High/Middle; Damage: 20/20

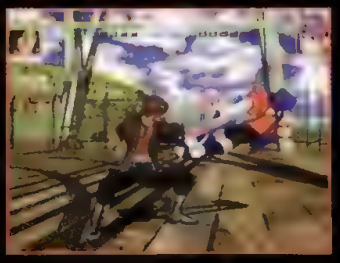


MOROTE

⇨, ▲+●

Total Damage:40

Target Area: Middle; Damage: 45



FUJIN

⇩, ⇘, ⇨, ▲

Total Damage:45

BURAI

⇗, ▲, ●

Total Damage:55

Target Area: Middle; Damage: 25



Target Area: High; Damage: 30



Target Area: High; Damage: 15



Target Area: Low; Damage: 12



Target Area: Middle; Damage: 20



TENGAI

⇦, ▲, ⇩, ●, ▲

Total Damage:47

KISHI

→, ●, ●

Total Damage:56

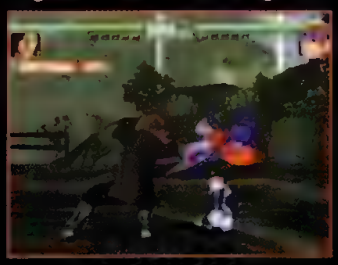
Target Area: Middle; Damage: 24



Target Area: Middle; Damage: 32



Target Area: Middle; Damage: 42

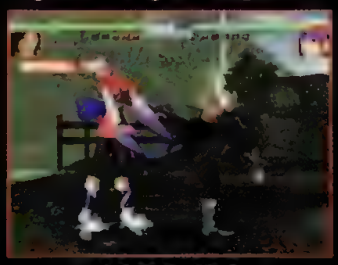


SHIKU

⇩, ⇘, ⇨, ●

Total Damage:42

Target Area: High; Damage: 28

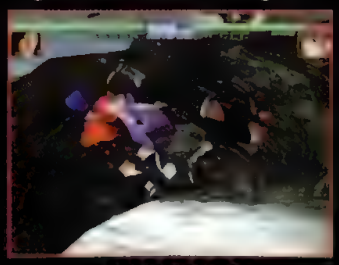


KORIN

⇦, ▲+●

Total Damage:28

Target Area: Middle; Damage: 38



FUUN

⇦, ⇨, ●

Total Damage:38

GYOSHO

▲+●, ↗ (pause) ⇨, ▲

Total Damage:72

Target Area: Middle; Damage: 32



Target Area: Middle; Damage: 40



Target Area: High; Damage: 65



KAEI

⇘, ⇘, ■+▲

Total Damage:65

MOVES
DEADLY MOVES

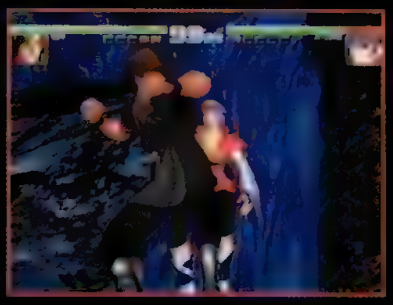
Target Area: High; Damage: 15



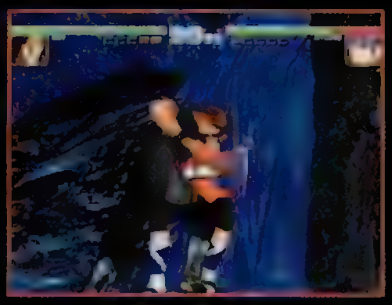
Target Area: - ; Damage: 15



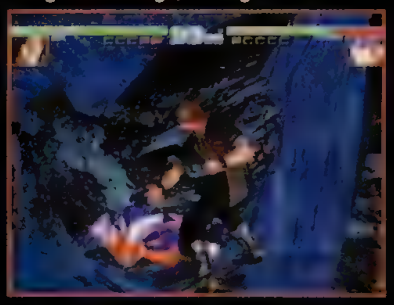
Target Area: High; Damage: 15



Target Area: - ; Damage: 15



Target Area: High; Damage: 15

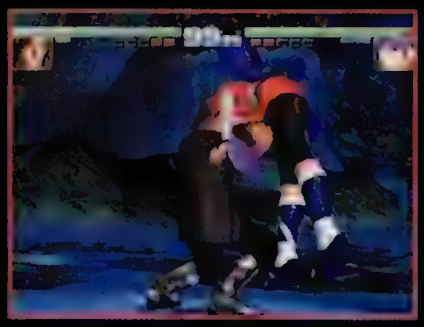


REKKA

With your opponent between you and a wall ↘, ↘, ■+▲

Total Damage:75

Target Area: High; Damage: 60







GUREN

↓, ↙, ←, ■+▲

Total Damage:60

BASIC ATTACKS

Move	Command	Target Area	Damage
High Punch	▲	High	10
Middle Punch	↘,▲	Middle	20
Low Punch	↓,▲	Low	5
High Kick	●	High	30
Middle Kick	↘,●	Middle	20
Low Kick	↓,●	Low	10

JUMPING ATTACKS

Move	Command	Target Area	Damage
Jumping Forward Punch	While jumping toward opponent ▲	Middle	15
Jumping Forward Kick	While jumping toward opponent ●	Middle	30
Forward Landing Punch	Immediately after landing from forward jump ▲	High/Middle	20/20
Forward Landing Kick	Immediately after landing from forward jump ●	Low	25
Vertical Jumping Punch	While jumping straight up ▲	Middle	15
Vertical Jumping Kick	While jumping straight up ●	Middle	30
Vertical Landing Punch	Immediately after landing from vertical jump ▲	High/Middle	20/20
Vertical Landing Kick	Immediately after landing from vertical jump ●	Low	25
Backward Landing Punch	Immediately after landing from backward jump ▲	Middle	45
Backward Landing Kick	Immediately after landing from backward jump ●	Low	25

RISING ATTACKS

Move	Command	Target Area	Damage
Rising High Kick	Lying on the ground ●	Middle	20
Rising Low Kick	Lying on the ground ↓,●	Low	20

SPECIAL ATTACKS

Move	Command	Total Damage	Target Areas and Damage Per Strike
Tsubauchi	⇨,▲	24	H24
Azuma	⇦,⇨,▲	42	H42
Morote	⇨,▲+●	20/20	H20/M20
Fujin	⇩,⇘,⇨,▲	45	M45
Kaida	⇧,▲	20	M20
Hyosai	⇖,▲	38	H38
Burai	⇗,▲,●	55	M25, H30
Renpujin	▲,▲,▲	45	H10,H10,M25
Renken	▲,▲,⇨,▲,▲	54	H10,H10,H16,M18
Musho	▲,▲,⇨,▲,●	61	H10,H10,H16,M25
Rakusho	▲,▲,⇨,▲,⇩,●	58	H10,H10,H16,L22
Tsukikeri	▲,▲,●,●	72	H10,H10,H25,M27
Suzaku	▲,▲,⇩,●,●	62	H10,H10,L10,H32
Ryubi	▲,▲,⇩,●,●	54	H10,H10,L10,L24
Tsukiren	▲,●,●	62	H10,H25,M27
Kengyu	⇨,⇨,▲,▲	34	H16,M18
K. Yokogeri	⇨,⇨,▲,●	41	H16, M25
K. Suimen	⇨,⇨,▲,⇩,●	41	H16,L25
Tengai	⇦,▲,⇩,●,▲	47	H15,L12,M20
Sien	⇦,▲,▲,▲	50	H15,H15,M20
Fumon	⇦,▲,▲,⇩,●	55	H15,H15,L25
Mawashi	●,●	57	H30,M27
Nobori	While rising from a crouch ●	35	H35
Mae	⇦,●	28	M28
Zansei	⇨,⇨,●,●,●	70	M25,H20,M25
Tenso	⇘,⇘,●	30	M30
Kakato	⇧,●	27	M27
Fuun	⇦,⇨,●	38	M38
Shiku	⇩,⇘,⇨,●	42	M42
Hanegeri	■+●,●	60	M30,H30
Suimen	■+●,⇩,●	55	M30,L25
Korin	⇦,■+●	28	H28
Gyosho	▲+●,(pause)⇨,▲	72	M32,M40
Kishi	⇨,●,●	56	M24,M32
Ressei	⇨,●,●,●	75	H25,H25,H25
Tenro	⇨,●,●,⇨,●	77	H25,H25,M27
Ginro	⇙,●,●	39	L12,M27
Jinmon	⇙,●,▲	32	L12,M20
Raigyu	⇙,●,⇨,▲,▲	46	L12,H16,M18
Tenrai	⇙,●,⇨,▲,●	50	L12,H16,M25
Kairai	⇙,●,⇨,▲,⇩,●	52	L12,H16,L22
Hyoubi	⇩,●,●	34	L10,L24
Shorin	⇗,●,●	48	M23,H25
Kofu	⇨,■+●	37	M37
Maizuru	⇖,●	36	M36
Tenrin	⇘,●,●,●	66	M20,M23,H23

BACK-FACING ATTACKS

Move	Command	Total Damage	Target
Turn Thrust Punch	▲	35	H35
Step Thrust Punch	↓,▲	38	M38
Turn Chop	↓,▲	13	L13
Round High Kick	●	30	H30
Round Heel Kick	↓,●	27	M27
Round Low Kick	↓,●	12	L12
Jumping Round Kick	↑,●	30	M30

THROWS

Move	Command	Total Damage
Suigetsu	■+✥	40
Ryukotsu	←,■+▲	47
Gankotsu	With your back against a wall ←,■+▲	57
Kaei	↙,↙,■+▲	65
Rekka	With your opponent between you and a wall ↙,↙,■+▲	75
Futo	→,■+▲	48
Guren	↓,↙,←,■+▲	60
Socho	With your opponent's back facing you ■+▲	55
Seiryo	←,■+▲	60
Reigetsu	With opponent crouching ↓,■+▲	55
Mozu	With opponent crouching ↙,■+▲	60
Kakushu	With crouching opponent's back facing you ↓,■+▲	62
Suirin	With crouching opponent's back facing you ↙,■+▲	65

HOLDS

Move	Purpose	PlayStation®2 Main Command	Arcade Main Command	Total Damage
Namioi	Counters your opponent's high attacks	↖,■	←,→,↖,■	60
Otoshiami	Counters your opponent's middle punch attacks	←,■	→,←,■	60
Metsumon	Counters your opponent's middle kick attacks	←,■	←,→,■	60
Ruten	Counters your opponent's low attacks	↙,■	←,→,↙,■	60
Suibo	Counters your opponent's jumping punch attacks	←,■	→,←,■	75

OPPONENT DOWN ATTACKS

Move	Command	Total Damage
Akki	⇧, ▲+●	18
Kaho	⇩, ▲	10

TAUNTS

Move	Command
Come On!	⇦, ⇨, ⇦, ■+▲+●
Easy!	⇩, ⇩, ■+▲+●

MISCELLANEOUS MANEUVERS

None.

TAG TEAM ATTACKS

Move	Teammate	Command	Total Damage
Kagura	Ayane	⇨, ⇨, ■+▲+●	70
Body Blow Slam	Bass	⇨, ⇨, ■+▲+●	70
Double Cross Kick	Jann Lee	⇨, ⇨, ■+▲+●	70
Double Ninja Cut	Kasumi	⇨, ⇨, ■+▲+●	70
Mirror High Kick	Hayabusa	⇨, ⇨, ■+▲+●	70
Kaei	Teamed with anyone other than the above	⇨, ⇨, ■+▲+●	63

EIN
VERSUS CPU STRATEGIES

AYANE
Ayane is the fifth character you encounter in Story Mode. Although Ayane is much younger than Ein, she has an amazing arsenal of quick and powerful attacks. Also, her countering ability is unmatched, allowing her to turn some of your most powerful attacks against you. Counter at least one of her attacks during a match. Otherwise, her speed and variety of attacks will most likely overwhelm you. If nothing seems to be working, concentrate more on blocking and counterattacking. Catch her in the middle of a multi-hit combination attack for the opportunity to put her away.

BASS
Bass's superior strength is really no match for Ein's balance of speed and strength. Don't commit yourself too heavily to any particular multi-hit combination attack. Bass is adept at countering, so don't just throw out attacks randomly. Have a plan and stick to it. Stay out of his throw range, and jump in occasionally to deliver a strong blow when he misses a throw attempt. Otherwise, stay back and pick away at him over time.

GEN FU
Gen Fu's power and wisdom are certainly to be feared, but Ein's strength and speed are more than Gen Fu is used to. Ein's long reach and abrupt attacks can leave Gen Fu stunned, making it difficult for him to mount his own attack. If Gen Fu can bring the fight into close quarters, though, the tide of the fight may turn against you. You must counter Gen Fu well–if you can't, he'll keep you trapped and it'll be extremely difficult to escape.

HELENA
Helena is the fourth character you encounter in Story Mode. The key to defeating Helena is not allowing her to overcome you with her speed. Although her power is nowhere near Ein's, it's no longer an issue if she can use her nimble attacks to freely dole out punishment. Stay away from her and pick her apart from a distance. Moves such as the Azuma and Morote can catch her off guard if she's still recovering from a barrage of attacks or about to start one. However, this is a risky proposition if she's not already in motion–Helena is fast enough to catch these advances early. If you get caught, reestablish your comfort zone as quickly as possible and try again.

JANN LEE
Jann Lee's incredible speed and power make this a difficult match, but Ein's superior power can provide the edge you need to win. Jann Lee is slightly predictable in his attacks–intercept and counter some of these attacks or he can easily overwhelm you with his speed. He can dance just outside your attack range, coming in when you've missed an attack and roughing you up, or dinging you with hit-and-run attacks while you search for an opening. Once you get a handle on his speed and some wiggle room, go for some damaging attacks of your own. Keep things simple and quick. If you throw too much at him, he'll catch on and turn the tables on you.

KASUMI
Kasumi is the sixth character you encounter in Story Mode. Like Ayane, Kasumi is quite adept at landing long strings of multi-hit combination attacks, so avoid getting caught up in the whirlwind. Kasumi is also very good at mixing up her attack levels–don't sit in one position for too long or she'll quickly adjust and pummel you accordingly. Put your power on display to win this one. Counters are a big part of this, so try to key in on some of her advances and turn them against her. Also, try starting your attacks low to loosen her up, then pound away with your hard-hitting attacks when she's unprotected.

LEI FANG
Lei Fang likes to turn your most powerful attacks against you, and this can really mean trouble. While Lei Fang isn't blindingly fast, she is quick enough to attack you at unexpected angles and create general havoc with your offensive battle plan. To keep her in check, land at least a few carefully planned attacks without getting countered. Most of Lei Fang's powerful attacks hit at the middle or high range, so assume that you're going to be attacked there and strike back after you've finished blocking. If you can do this two or three times, it may be enough to win the fight outright.

LEON
Leon's power is even greater than Ein's–and, with reasonable mobility, he can really hurt you if you get caught out of position. Use your superior mobility to stay out of Leon's clutches and launch attacks to counter his advances. Low attacks are probably the safest because of their quickness, but no attack is completely safe against Leon's superior grappling ability. Keep mixing up the range of your attacks, and nail Leon hard if he misses a throw or multi-hit combination attack of his own. Just try to stay away until you get a good opening, because Leon will suck you in if you stay too close for too long.

RYU HAYABUSA
Hayabusa is the second character Ein encounters in Story Mode. His style is similar to Ein's, but Hayabusa focuses more on speed than power. Hayabusa's superior maneuverability can be used to sidestep your best attacks and leave you wide open for harsh retaliation. Keep your lead-in combination attacks very short, and forego elaborate combination attacks in favor of landing a few solid attacks. Of course, if you can get Hayabusa in the air where he's defenseless, take advantage of the situation. Hayabusa's biggest strength against you is his ability to knock you into the air and juggle you, so try to return the favor.

TENGU
The angel of darkness has some amazing abilities, but it's nothing that a few concentrated bursts of power shouldn't be able to keep in check. Ein's biggest challenge is to avoid Tengu's powerful throws. If you get caught more than twice, especially early on, your chances of winning drop dramatically. Be aggressive with your own throws when in close quarters. Even if you can't land a throw, you'll probably at least neutralize attacks. Back off as soon as you can, and let Tengu bring the fight to you. Ein's thrusting power moves, such as the Azuma, really hurt Tengu when he tries to advance. Just be patient and don't try to force this fight–if you keep your cool and react properly, you can be victorious.

TINA ARMSTRONG

Tina loves to show off her throwing ability against Ein, and it's not something that you should take lightly. Everything Tina does is to loosen you up for an eventual throw, so be ready to retaliate if she gets into your personal space. Keeping your distance from Tina isn't easy, though, because she's quite fast. Be prepared to strike–if you can interrupt Tina in the middle of her advances, you can avoid being tossed around like a sack of potatoes. However, if Tina does manage to get in and throw you, break out as quickly as possible and reestablish a comfort zone between you. Keep her as far away as possible, and she'll have no choice but to bring the battle to you–and that's how you'll beat her.

ZACK

Zack's style is also somewhat similar to Ein's. Although Ein doesn't have the multiple quick strikes that are Zack's trademark, Zack's strength nearly equals Ein's. Turn Zack's speed against him by countering his quick kicking attacks whenever he uses them, and attacking right after Zack misses with one of his own attacks. Zack throws out a lot of unnecessary extra attacks, but you can't always count on him being sloppy enough to let you counter him. Throws are difficult to land because of his great speed, but don't underestimate their usefulness–sometimes just one throw can mean the difference between success and failure.

EIN'S ENDING

With the influence of Tengu cleared from his mind, Ein remembers his true identity. He is Hayate, Ninja of the Wind! The time has finally come to reclaim his past, and settle a few scores....





DETAILS

Home: China
Fighting Style: Xinyi Liuhe Quan
Age: 65
Height: 5'7"
Weight: 172 lbs.
Measurements: Bust 38", Waist 40", Hips 39".
Occupation: Bookstore Owner
Costumes: 6
Story: Gen Fu has a very important reason to enter this tournament. His young granddaughter is gravely ill, and the presence of Tengu at this year's Dead or Alive World Combat Championship has drawn him to compete! To cure his granddaughter, Gen Fu must defeat Tengu and steal the cure from him. Using his difficult and deadly Xinyi Liuhe Quan technique, Gen Fu fights all who oppose him for the sake of his granddaughter's life.

MOVES
DEADLY MOVES

Target Area: Middle; Damage: 20



Target Area: Middle; Damage: 22



TANHOU
↘, ▲, ▲
Total Damage:42

Target Area: High; Damage: 16



TOSHO
↑, ▲
Total Damage:16

Target Area: Middle; Damage: 18



Target Area: Middle; Damage: 18



Target Area: Middle; Damage: 40



BANHOU
→, ▲, ▲, ▲+●
Total Damage:76

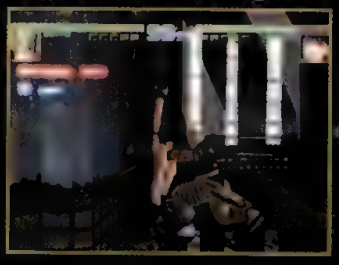
Target Area: Middle; Damage: 22



Target Area: Middle; Damage: 16



Target Area: Middle; Damage: 30



SOSUIHA

⇦, ▲, ⇨, ▲ (pause) ▲+●

Total Damage:68

Target Area: Middle; Damage: 28



SENSHIPPO

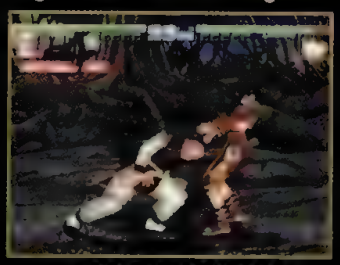
⇩, ⇘, ⇨, ▲, ▲

Total Damage:28

This is essentially the miscellaneous maneuver Senpo with a hit at the end. The surprise fist at the end is what makes this a great move; anyone expecting Gen Fu to simply advance will probably get caught without a clue.



Target Area: Middle; Damage: 25



KOBOKU

▲+●

Total Damage:25

Target Area: Middle; Damage: 50



UGYU

⇙, ⇨, ▲

Total Damage:50

Target Area: Middle; Damage: 25



Target Area: Middle; Damage: 25



Target Area: High; Damage: 40



SERONPA

⇘, ●, ▲, (pause) ⇦, ⇨, ▲

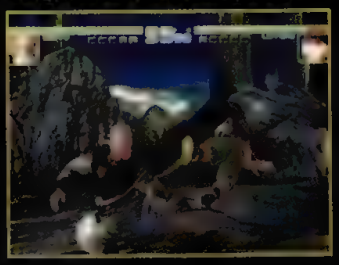
Total Damage:90

MOVES
DEADLY MOVES

Target Area: High; Damage: 40



Target Area: Low; Damage: 25



SENPU

↗, ●, ↓, ●

Total Damage:65

Target Area: Middle; Damage: 35



TENSHIN

↖, ●

Total Damage:35

Target Area: High; Damage: 26

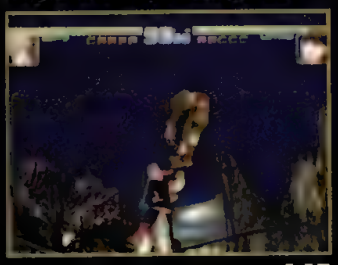


SOHI

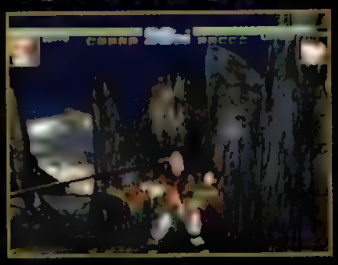
■+●

Total Damage:26

Target Area: High; Damage: 50



Target Area: –; Damage: 0



UMPEI

↓, ↘, →, ▲+●, (pause) ▲+●

Total Damage:50

Unlike most other fighters, Gen Fu has a sense of fair play. With this throw, he tosses his opponent into the air and then catches him or her before he or she slams into the ground. It doesn't change the damage done, but civility is maintained.

BASIC ATTACKS

Move	Command	Target Area	Damage
High Punch	▲	High	10
Middle Punch	↘,▲	Middle	20
Low Punch	↓,▲	Low	5
High Kick	●	High	30
Middle Kick	↘,●	Middle	25
Low Kick	↓,●	Low	12

JUMPING ATTACKS

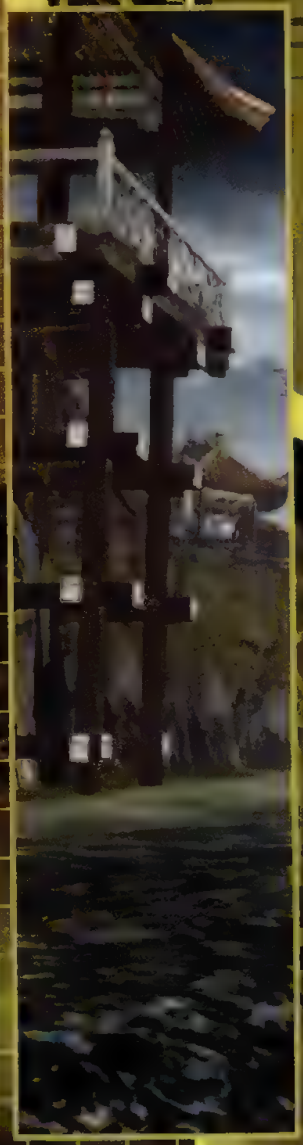
Move	Command	Target Area	Damage
Jumping Forward Punch	While jumping toward opponent ▲	Middle	15
Jumping Forward Kick	While jumping toward opponent ●	Middle	30
Forward Landing Punch	Immediately after landing from forward jump ▲	High	30
Forward Landing Kick	Immediately after landing from forward jump ●	Low	25
Vertical Jumping Punch	While jumping straight up ▲	Middle	15
Vertical Jumping Kick	While jumping straight up ●	Middle	30
Vertical Landing Punch	Immediately after landing from vertical jump ▲	High	30
Vertical Landing Kick	Immediately after landing from vertical jump ●	Low	25
Backward Landing Punch	Immediately after landing from backward jump ▲	High	30
Backward Landing Kick	Immediately after landing from backward jump ●	Low	25

RISING ATTACKS

Move	Command	Target Area	Damage
Rising High Kick	Lying on the ground ●	Middle	20
Rising Low Kick	Lying on the ground ↓,●	Low	20

SPECIAL ATTACKS

Move	Command	Total Damage	Target Areas and Damage Per Strike
Tosho	⇧,●	16	H16
Rensui	▲,▲,▲	53	H16,H12,M25
Tanhou	⇘,▲,▲	42	M20,M22
Kohou	⇗,▲	26	H26
Banchu	⇨,▲,▲,▲	56	M18,M18,M20
Banhou	⇨,▲,▲,▲+●	76	M18,M18,M40
Osokuha	⇦,▲,▲	52	M22,M30
Sosuiha	⇦,▲,⇨,▲,(pause)▲+●	68	M22,M16,M30
Tonyo	⇘,▲	24	M24
Tanpa	⇨,⇨,▲	25	M25
Koson	⇘,⇘,▲	22	M22
Senshippo	⇩,⇘,⇨,▲,▲	28	M28
Koboku	▲+●	25	M25
Yosoku	⇨,⇦,▲	30	M30
Ugyu	⇙,⇨,▲	50	M50
Soha	⇨,▲+●	42	M42
Kakushi	⇩,▲+●,(pause)⇦,⇨,▲	60	M30,M30
Hakuja	⇙,▲	20	L20
Seronpa	⇘,●,▲,(pause)⇦,⇨,▲	90	M25,M25,H40
Keitai	→,●,●	55	M25,M30
Chisun	⇙,●,⇨,▲	55	L15,M40
Hansen	⇧,●	30	M30
Senpu	⇗,●,⇩,●	65	H40,L25
Tenshin	⇖,●	35	M35
Sokutan	⇨,●	24	H24
Sohi	■+●	26	H26
Zensotai	⇩,■+●	25	L25



BACK-FACING ATTACKS

Move	Command	Total Damage	Target
Turn Fist	▲	13	H13
Turn Palm	⇩,▲	17	M17
Turn Low Chop	↓,▲	11	L11
Turn High Kick	●	30	H30
Turn Whip Kick	⇩,●	27	M27
Turn Low Kick	↓,●	25	L25

THROWS

Move	Command	Total Damage
Lei	■+▲	40
Shin-i	⇦,■+▲	45
Ryuyo	With opponent between you and a wall ⇦,■+▲	55
Shutai	⇨,■+▲	48
Koukei	⇨,⇨,■+▲,(pause)⇨,■+▲	70
Kokaisan	⇩,⇙,⇦,■+▲	51
Umpei	Hit opponent into the air and catch him or her ⇩,⇘,⇨,■+▲,(pause)■+▲	50
Tora	With opponent's back to you ■+▲	55
Sokujin	With opponent's back to you ⇨,■+▲	60
Batetsu	With opponent crouching ⇩,■+▲	56
Ribyo	With opponent crouching ⇙,■+▲	50
Tahei	With opponents crouching and their back to you ⇩,■+▲	62

HOLDS

Move	Effect	Hi/Mid/Low Command	Arcade Mode Command	Total Damage
Tagan	Counters your opponent's high attacks	⇘,■	⇩,⇘,■	60
Ryukei	Counters your opponent's middle punch attacks	⇦,■	⇦,⇨,⇖,■	60
Ryucho	Counters your opponent's middle punch kicks	⇦,■	⇦,⇨,■	60
Tensan	Counters your opponent's low attacks	⇙,■	⇦,⇨,⇙,■	60
Saishu	Avoids your opponent's high and middle attacks	⇙,■	⇨,⇦,⇗,■	0
Koge	Avoids your opponent's low attacks	⇘,■	⇨,⇦,⇘,■	0
Yoshi-Honshin	Counter's your opponent's jumping punch attacks	⇦,■	⇨,⇦,⇘	75

OPPONENT DOWN ATTACKS

Move	Command	Total Damage
Rakushup	⇧,▲+●	18
Jitosho	⇩,▲	10

TAUNTS

Move	Command
Banrakuchi	⇦,⇨,⇦,■+▲+●
Tenseiha	⇩,⇩,■+▲+●

MISCELLANEOUS MANEUVERS

Move	Purpose	Command
Senpo	Dash quickly toward your opponent	↓,↘,→,▲
Sokuten	Cartwheel quickly away from your opponent	↖,▲

TAG TEAM ATTACKS

Move	Teammate	Command	TAG Counter
Soho	Helena	→,→,■+▲+●	70
Yougeki	Kasumi or Ayane	→,→,■+▲+●	70
Something Old, Something New	Lei Fang	→,→,■+▲+●	70
Sandwich	Leon	→,→,■+▲+●	70
Throw Up a Prayer	Hayabusa	→,→,■+▲+●	70
Surf's Up!	Zack	→,→,■+▲+●	70
Nichigetsu	Teamed with anyone other than the above	→,→,■+▲+●	50

GEN FU
VERSUS CPU STRATEGIES

AYANE

Ayane's speed is amazing, and her multi-hit combination ability is superior to Gen Fu's. However, Gen Fu's quick and punishing blows can be too much for Ayane to withstand if used properly. Unfortunately, Ayane's speed tends to allow her to interrupt your attacks. However, stick to using quick-striking, powerful attacks that only move your body slightly, such as the Koboku, and she's less likely to have the time to interrupt you. Overall, though, this is one of Gen Fu's most difficult fights to win. Ayane can dance around you and put you out of position before you realize it. Be aware of her position, and capitalize on any multi-hit combination opportunities that you manage to initiate.

BASS

Gen Fu is the favored fighter in this match-up. While Bass has strength to spare, Gen Fu's quick-hitting attacks and overall precision make him the superior warrior. However, it can be downright difficult to beat Bass if he's throwing well and manages to counter an attack or two. Stay close to attack Bass, but watch out for his throws. Hit at ever-changing attack ranges, and force Bass to abandon throws in favor of attacks. Even if he hits you several times, it's better than being thrown.

TIP

The Nichigetsu counter throws Gen Fu's opponent high into the air. You can use this opportunity to tack on additional damage before the opponent lands!

EIN

Ein's fighting style is similar to Gen Fu's. Although Ein is certainly more mobile and has the ability to use more dynamic multi-hit combination attacks, his powerful bursting attacks are similar to Gen Fu's. However, Gen Fu definitely has the upper hand in terms of power per attack. The other advantage of this match-up is that Ein tends to attack more often, putting his arms and legs where Gen Fu can counter them. Watch Ein closely, and attack anytime you see an opening. Even if you gamble and come up short, don't worry–it only takes one or two strong attacks on your part to even the fight or regain the upper hand.

HELENA

Helena is the sixth character you encounter in Story Mode. Helena can overwhelm Gen Fu with her quick attacks and superior counter-

ing ability. However, by keeping a fair distance between the two of you and using some quick attacks of your own to maintain that distance, you can frustrate her and take her out of her battle plan. Unfortunately, Gen Fu lacks the speed to stay away from Helena if she chooses to close the gap. However, she can't block attacks while advancing, so cut her down on her way in. She may eventually anticipate your preventative attacks and stop in time to use them against you. Try to keep the fight so far in your favor that it doesn't matter.

JANN LEE

Jann Lee is the fourth character you encounter in Story Mode. He may be a cocky youngster, but he's a serious threat in battle. What he lacks in experience he makes up for with attitude, speed, and power. Counter Jann Lee's multi-hit combination attacks, or the fight may end prematurely with you on the losing end. However, Jann Lee becomes far more dangerous when the odds are stacked against him. So, be vigilant on defense and attack your opportunities on offense. Lay into him with lots of punishing bursting attacks, and use your wisdom to its fullest.

KASUMI

Kasumi's ability to string together damaging, multi-hit combination attacks makes her difficult to defeat. Her amazing speed is also an advantage–Gen Fu is simply not fast enough to handle her if she gets on a roll. Sneak in a few hits here and there, and counter a few of her attacks to swing the momentum of this fight in your favor. Kasumi is good at switching up the height of her attacks, so you end up guessing where her attacks will land. However, if she's already got you in the throes of a multi-hit barrage, guessing is the best thing you can do. Be willing to take some chances.

LEI FANG

Lei Fang's style is extremely similar to Gen Fu's–geared toward counters and powerful, quick hitting blows. However, the big difference between Gen Fu and Lei Fang is strength. Nearly all of Gen Fu's comparable attacks are far more powerful than Lei Fang's, so he can win with fewer successful attacks. However, Lei Fang is slightly better at countering, allowing her to make the most of any ill-advised attacks. Be patient and seize any openings you can find. Then, when you have the upper hand, hang back and pick off her advances with your Iron Fist.

LEON

Leon is the second character you encounter in Story Mode. Leon's brutality and grappling ability are in stark contrast to Gen Fu's quickness and powerful attacks, making this another interesting match-up. To win, Gen Fu must stay out of Leon's path of destruction, whether it's a multi-hit combination attack or a throw. However, it's unrealistic to do this on a regular basis, so use other tactics to handle Leon's power. Leon is about as quick advancing as you are retreating, so use moves such as the Sokuten to put some space between you, and rely on the Tenshin to punish Leon for being too pushy. If Leon does manage to trap you, don't panic. Several of your quick-hitting attacks can interrupt his attacks and throw attempts, so don't be afraid to go toe-to-toe.

RYU HAYABUSA

Hayabusa has both speed and strength, and his countering ability is also quite good–but he's not invulnerable. In fact, some of Hayabusa's attacks–if blocked properly–leave him wide open for retaliation. Don't allow him to repeatedly come after you. Exploit Hayabusa's weakness with the most damaging attack bursts you can muster. If you can really rock him a couple of times, you'll gain control of the fight, giving you a hefty advantage that he'll have a difficult time overcoming.

TENGU

Tengu is a nightmare for many other characters, but Gen Fu's style gives him a natural advantage in this fight. Gen Fu can repeatedly batter Tengu with brutal individual attacks, sapping his energy quickly and, for the most part, avoiding counters. These moves can also interrupt Tengu in the middle of his own offensive strikes. But Tengu should still be taken seriously. His throws are highly damaging, and if he does manage to counter a few attacks, you may quickly find yourself trailing far behind. Stay just out of Tengu's throw range, and rely on the Sokuten to get to safety. Be patient but firm, and press your advantage every chance you get.

TINA ARMSTRONG

Tina's general lack of speed and heavy reliance on throwing attacks gives Gen Fu an advantage in this fight. However, Tina still has the ability to surprise, and can whittle you down to the brink of defeat before you realize it. Tina finds alternate methods of attack if throws aren't working. With long-range attacks, such as her Low Drop Kick or Shoulder Tackle, Tina can close a gap quickly–so distance alone doesn't always keep you safe. Regardless, it's still preferable to get dumped by a regular attack than to have Tina rush in and start grappling with you. In that case, a move like the Tenshin lets you escape and toss out an attack at the same time. Stay alert, try to keep your distance, and attack without mercy when the right opportunity presents itself.

ZACK

Zack's crazy style is sometimes difficult to handle, and it can be very challenging for Gen Fu to avoid his unpredictable advances. Although you can't make Zack more predictable, you can limit his likelihood of actually hitting you. Keeping your distance from Zack can be difficult, but once you've established a buffer, Zack can only get in by using distance-covering moves like the Air Walk or Flying Knee Kick. So, picking Zack off after he attempts one of these attacks can yield some excellent results. Also, if he's busy chasing you around, his style tends to simplify, giving you the opportunity to counter him more easily. Watch for it, and seize the opportunity when it comes.

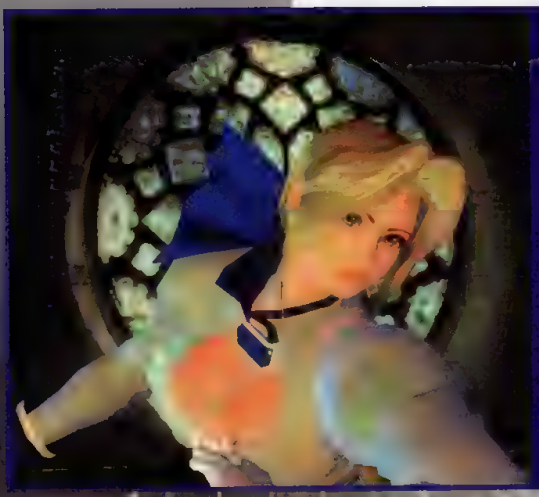
GEN FU'S ENDING

It appears that Gen Fu was correct about finding the cure to his granddaughter's illness at the tournament. Legend has it that Tengu's nose can cure any disease, and now Gen Fu can find out for himself if the legend is true.



HELENA

DETAILS



Home: France
Fighting Style: Pi Qua Quan
Age: 21
Height: 5'7"
Weight: 108 lbs.
Measurements: Bust 35", Waist 22", Hips 34".
Occupation: Opera Singer
Costumes: 6
Story: Not only is Helena an accomplished soprano opera singer, she is also the daughter of Fame Douglas, the man infamous for sponsoring the Dead or Alive World Championships. But it isn't her expertise in Pi Qua Quan that brings her to this competition. While performing onstage with her mother at the opera house, Helena heard a shot ring out...a shot which was meant for her but hit her mother instead. With the death of her father on the evil Tengu's hands, and her mother's killer still on the loose, Helena has joined the second Dead or Alive World Combat Championship to avenge both of her parents.

MOVES

DEADLY MOVES

Target Area: Middle; Damage: 25



GASUI
⇨, ⇨, ●
Total Damage:25

GASHO
▲, ●, ●, ●
Total Damage:73

Target Area: High; Damage: 10



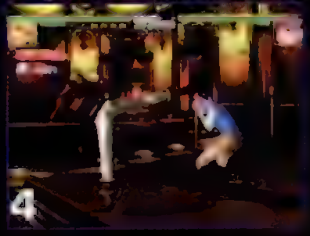
Target Area: High; Damage: 28



Target Area: Middle; Damage: 15



Target Area: High; Damage: 20



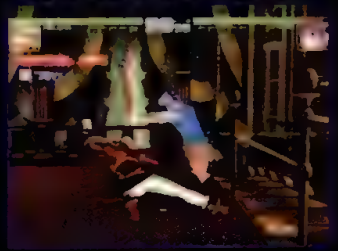
Target Area: High; Damage: 10



Target Area: Middle; Damage: 14



Target Area: Low; Damage: 22



R. • SEN
▲, ▲, ⇩, ●
Total Damage:46

Target Area: Middle; Damage: 18



Target Area: Middle; Damage: 17



Target Area: Middle; Damage: 25



TENSHIN

⇦, ▲, ▲, ▲

Total Damage:60

Target Area: Middle; Damage: 24



KYUHO

⇖, ▲

Total Damage:24

Target Area: Low; Damage: 15



SOHO

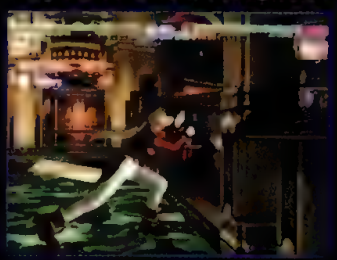
⇙, ▲

Total Damage:15

Target Area: Middle; Damage: 26



Target Area: Middle; Damage: 24



S. • RYOIN

⇨, ●, ▲

Total Damage:50

Target Area: High; Damage: 22



MYOSHU

⇧, ●

Total Damage:22

Target Area: Low; Damage: 10



Target Area: Low; Damage: 28



Target Area: High/Middle; Damage: 16/24



HOKEN

⇨, ⇨, ●, ▲, ▲

Total Damage:78

Target Area: Low; Damage: 10



Target Area: Middle; Damage: 25



S. USHIRO

↓,●,●

Total Damage:35

Target Area: Low; Damage: 28



ZENSOTAI

From Low Stance

↓,■+●

Total Damage:28

Target Area: Middle; Damage: 7



Target Area: Middle; Damage: 8



Target Area: Middle; Damage: 20



URYO

↓,↘,→,▲

Total Damage:35

SEN NIKI

From Low Stance

▲,▲,●

Total Damage:52

Target Area: High; Damage: 10



Target Area: High; Damage: 10



Target Area: Middle; Damage: 32



Target Area: Middle; Damage: 36

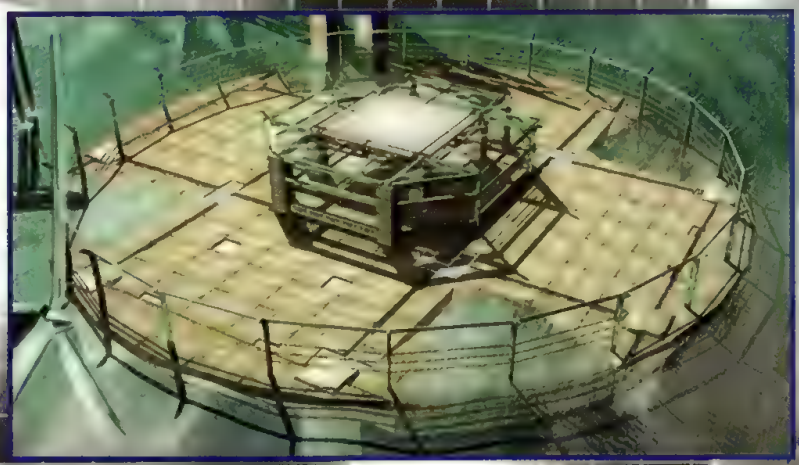


SOTAKUSHO

From Low Stance

▲+●

Total Damage:36



BASIC ATTACKS

Move	Command	Target Area	Damage
High Punch	▲	High	10
Middle Punch	↘,▲	Middle	16
Low Punch	↓,▲	Low	5
High Kick	●	High	28
Middle Kick	↘,●	Middle	25
Low Kick	↓,●	Low	10

JUMPING ATTACKS

Move	Command	Target Area	Damage
Jumping Forward Punch	While jumping toward opponent ▲	Middle	15
Jumping Forward Kick	While jumping toward opponent ●	Middle	30
Forward Landing Punch	Immediately after landing from forward jump ▲	Middle	25
Forward Landing Kick	Immediately after landing from forward jump ●	Low	23
Vertical Jumping Punch	While jumping straight up ▲	Middle	15
Vertical Jumping Kick	While jumping straight up ●	Middle	30
Vertical Landing Punch	Immediately after landing from vertical jump ▲	Middle	25
Vertical Landing Kick	Immediately after landing from vertical jump ●	Low	23
Backward Landing Punch	Immediately after landing from backward jump ▲	Middle	25
Backward Landing Kick	Immediately after landing from backward jump ●	Low	23

RISING ATTACKS

Move	Command	Target Area	Damage
Rising High Kick	Lying on the ground ●	Middle	20
Rising Low Kick	Lying on the ground ↓,●	Low	20

SPECIAL ATTACKS

Move	Command	Total Damage	Target Areas and Damage per Strike
Gasui	⇨,⇨,▲	25	M25
R. Gasui	▲,▲,▲	49	H10,M14,M25
R. Gosen	▲,▲,●	54	H10,M14,H30
R. Sen	▲,▲,⇩,●	46	H10,M14,H22
Hekiro	▲,▲,⇦,▲,▲	63	H10,M14,M14,M25
Gasho	▲,●,●,●	73	L10,L28,M15,L20
Teishitsu	⇧,▲	20	H20
Kyuho	⇖,▲	24	M24
Dokuritsu	⇘,▲,▲	36	M16,M20
Tenshin	⇦,▲,▲,▲	60	M18,M17,M25
T. Gasui	⇗,▲,▲	45	M20,M25
T. Gosen	⇗,▲,●	50	M20,H30
T. Sen	⇗,▲,⇩,●	42	M20,L22
R. Hoto	⇦,⇦,▲,▲,⇩,▲	50	M15,M20,L15
Shimogiri	⇨,▲,▲	47	M22,M25
Soho	⇙,▲	15	L15
Soheki	▲+●,(pause)▲+●	54	M24,M30
Rekkai	●,●,●	63	L28,M15,L20
S. Kasen	⇨,●,⇩,●	48	M26,L22
S. Ryoin	⇨,●,▲	50	M26,M24
Rigo	⇦,●,●	48	L23,M25
Myoshu	⇧,●	22	H22
Toku	⇖,▲	30	M30
Hoken	⇨,⇨,●,▲,▲	78	L23,L15,H16/M24
Senten	⇙,●,▲	55	L15,H16/M24
S. Ushiro	⇩,●,●	35	L10,L25
Niki	⇗,●	35	M35
B. Sen	⇩,■+●	22	L22
Toda	⇘,▲,▲	48	M24,M24
Uryo	⇩,⇘,⇨,▲	35	M7,M8,M20
Rinpeki	⇦,▲+●	19	L19
Zenpeki	⇩,⇙,⇦,▲	22	M22
Dakai	⇨,▲+●	28	M28

BACK-FACING ATTACKS

Move	Command	Total Damage	Target Areas and Damage per Strike
Turn Stab	▲	10	H10
Turn Palm	⇩,▲	22	M22
Turn Low Swipe	⇩,▲	12	L12
Turn High Kick	●	30	H30
Turn Heel Kick	⇩,●	25	M25
Turn Low Step	⇩,●	22	L22
R. Kasessho	▲,▲,▲,▲	56	H10,H10,M16,M20
R. Tenshin	▲,▲,⇦,▲,▲,▲	66	H10,H10,M14,M12,M20

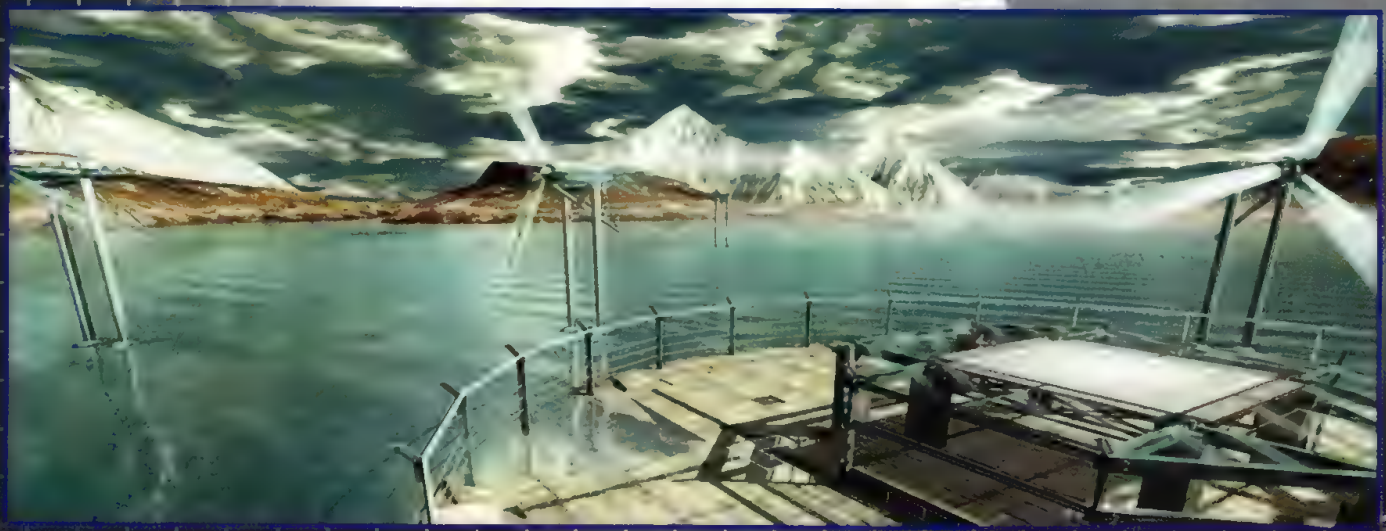
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BACK-FACING ATTACKS (CONTINUED)

Move	Command	Total Damage	Target
K. Kasen	⇨,●,⇩,●	48	M26,L22
K. Ryoin	⇨,●,▲	50	M26,M24
T. Dosho	⇨,▲	25	M25
Seiryu	▲+●	38	M38
Gosotai	⇨,⇨,●	23	L23

BOKUHO (LOW STANCE) ATTACKS

Move	Command	Total Damage	Target Areas and Damage per Strike
Hanba	▲,▲,▲	40	H10,H10,M20
Sen Niki	▲,▲,●	52	H10,H10,M32
Kyoda	⇨,▲,▲,▲	44	M12,M12,M20
Renken	⇨,▲,▲,●	46	M12,M12,H22
H. Shinkasen	⇦,▲,●,⇩,●	60	M12,M26,L22
H. Shinryoin	⇦,▲,●,▲	62	M12,M26,M24
Banchu	⇘,●,⇙,●	47	M25,L22
K. Gasui	⇨,⇨,▲	25	M25
K. Tokyaku	●	28	H28
K. Kikyaku	⇨,●	22	H22
Zensotai	⇩,■+●	28	L28
Sotakusho	▲+●	36	M36



THROWS

Move	Command	Total Damage
1, 2, 3	■+▲	40
Senpeki	⇦,■+▲	45
Tenyoryu	With your back against the wall ⇦,■+▲	55
Shohen	⇨,⇨,■+▲	48
Yoto	⇩,⇘,⇨,■+▲	62
Tenbu	With opponent's back to you ■+▲	55
Shousen	With opponent crouching ⇩,■+▲	55
Fukanbu	With opponent crouching ⇙,■+▲	62
Z. Kaou	With crouching opponent's back to you ⇩,■+▲	58

HOLDS

Move	Purpose	Playstation2 Mode Command	Arcade Mode Command	Total Damage
G. Ittai	Counters your opponent's high attacks	⇖,■	⇦,⇨,⇖,■	58
G. Ryugeki	Counters your opponent's high punch attacks	Next to wall ⇖,■	Next to wall ⇦,⇨,⇖,■	68
Tenban	Counters your opponent's middle punch attacks	⇦,■	⇨,⇦,■	58
Ishitsu	Counters your opponent's middle kick attacks	⇦,■	⇦,⇨,■	58
Koran	Counters your opponent's low attacks	⇙,■	⇦,⇨,⇙,■	58
Tenshin-Nawan	Counters your opponent's jumping punch attacks	⇦,■	⇨,⇦,■	72



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OPPONENT DOWN ATTACKS

Move	Command	Total Damage
Rouho	⇧,▲+●	18
Goben	⇩,●	12

TAUNTS

Move	Command
Token Bokuho	⇩,⇨,⇦,■+▲+●

MISCELLANEOUS MANEUVERS

Move	Purpose	Command
Bokuho	Places Helena in the Bokuho (low stance)	⇩,▲+●
Forward	Moves Helena forward in the Bokuho	⇨
Back	Moves Helena backward in the Bokuho	⇦
Stand	Takes Helena out of the Bokuho	⇧
Turn	Takes Helena out of the Bokuho, with back facing opponent	⇖
Dash Forward	Moves Helena forward quickly in the Bohuko	⇨,⇨
Dash Back	Moves Helena backward quickly in the Bohuko	⇦,⇦
Teishitsu	Makes Helena crouch extremely close to the floor for a short time	⇩,⇩
Turn Dash	Makes Helena advance toward her opponent with her back turned	With back facing opponent ⇨,⇨

TAG TEAM ATTACKS

Move	Teammate	Command	Total Damage
Sokanbu	Gen Fu	⇨,⇨,■+▲+●	70
Double Vision	Kasumi	⇨,⇨,■+▲+■	70
Through the Ringer	Lei Fang	–	70
Sweep Drop Kick	Hayabusa	–	70
Tensinban	Teamed with anyone other than the above	⇧,⇧,■+▲+●	58

HELENA
VERSUS CPU STRATEGIES

AYANE

Ayane is the sixth character you encounter in Story Mode, and the tension of the story easily reflects the complexion of this match-up. Ayane can usually flash her tremendous speed to overwhelm her opponents, but Helena's speed is nearly equal to hers, making this more of an even match. Helena also can match Ayane when it comes to dishing out multi-hit combination attacks, so this fight is generally decided by superior battle technique. The momentum in this match can change instantly, because both fighters can string together tremendous attack barrages from nearly any position at any time. Keep your defense tight, and look for a clear opening to exploit.

BASS

Bass's amazing strength can put Helena in a serious bind, but only if you allow him to catch you. Helena's tremendous speed advantage allows her to dance circles around Bass, skirting in and out of his throw range and keeping him at bay. Of course, this can't happen all the time, so be prepared to deal with being caught. Your biggest priority is to get away from him after a throw or counter. Try using a throw of your own to give yourself time to retreat. Bass may not be expecting Helena to throw him. Ultimately, though, you have to play the keep-away game just right. If you can't, you may quickly find yourself being turned into a very nice-looking pretzel.

EIN

Ein is the fourth character you encounter in Story Mode. His arsenal of quick, hard-hitting attacks can really give Helena nightmares if left unchecked. You've got to use Helena's speed and maneuverability to make Ein miss. Otherwise, you'll be a target for his best attacks. Stick with a few quick-hitting attacks of your own, stay on the move, and look for any counter opportunities that come your way. Fight smart, and you should be able to come away with a victory.

GEN FU

Gen Fu is the fifth character you encounter in Story Mode. You may think that Helena's dazzling arsenal of moves is too much for an old man to handle, but Gen Fu would have you believe otherwise. Although Helena certainly has the advantage of speed, Gen Fu can use counters and hard-hitting strikes of his own to stay in the fight. Don't continue long strings of multi-hit attacks after Gen Fu has already blocked the first few hits, as this almost always ends up in a counter. Other than that, the best you can usually do is counter a few of his attacks, or sneak in a few unexpected hits of your own by moving around and attacking at unconventional angles. Be opportunistic, but don't attack unless you're sure you're going to connect.

JANN LEE

Jann Lee is certainly a force to be reckoned with, and you must use Helena's speed to even the odds. It's hard to predict what Jann Lee's going to do next, so try to control this fight. For example, if you use the low stance, all of Jann Lee's high attacks become useless. Because you know he has to aim lower, you can defend or interrupt with your own attacks. Manipulate your tactics to cause Jann Lee to change his style to your advantage, otherwise he'll use his unpredictable style to keep you on the ropes.

KASUMI

Kasumi matches Helena in speed, strength, and the ability to land multi-hit combination attacks. However, what makes the difference is how each character uses her arsenal. Kasumi likes to change things up, switching attack heights almost constantly to open up holes in your defenses. On the flip side, Helena's battle plan is to confuse her opponent, creating opportunities by feigning vulnerability and then attacking when a counterstrike is on its way. This creates an interesting dynamic, because Helena can be taken advantage of if Kasumi moves quickly enough. By the same token, though, Kasumi can be rattled if her timing in these situations is off, so this battle is a balancing act. Look for openings and attack when you see them, but don't be overly anxious or you may walk into a trap.

LEI FANG

Lei Fang is certainly no match for Helena when it comes to speed, but her ability to counter Helena's multi-hit combination attacks works in her favor. Initially, you both may spend a lot of time measuring each other up, so be patient and watch yourself defensively. Lei Fang doesn't have your speed, but she can quickly turn a glaring weakness in your defense against you. Also, any attacks you throw at her while she's prepared tend to be countered. Fortunately, you can also make Lei Fang pay for even a minor mistake, so be ready to pounce on an opportunity. Once you get Lei Fang off-balance, press your advantage by tacking on extra hits, then back off and make her bring the fight back to you. If she has to chase you down, you can dictate the pace of the fight.

LEON

Leon's grappling ability and brutal special moves are to be feared, but he can't hurt what he can't touch, giving Helena the natural advantage in this match-up. Staying out of Leon's path of destruction is key. However, Leon has a few moves that can quickly close the gap between you, so be ready to take advantage of even a moment's vulnerability when he's trying to close. Don't try to handle Leon all at once. Be patient, take what you can get, and go for some serious damage if you can knock Leon into the air. Otherwise, Leon will press his head-to-head advantage and put you on the ground quickly.

RYU HAYABUSA

Hayabusa's speed is no match for your own. However, he does pack a greater punch than you do, so expect to get throttled if he can pinpoint a weakness in your defense. Fighting with your back turned plays right into this advantage, but using the appearance of weakness to open up her opponent's weaknesses is one of Helena's greatest strengths. If you can sell Hayabusa on your vulnerability, he'll close the gap and go for an easy hit. Use your speed to your advantage, because any glitch in your timing can spell certain doom in such a compromised position. Don't try this too many times or Hayabusa is bound to catch on and take full advantage of you. Try unconventional approaches to establish a lead, then go back to more tried-and-true tactics to close the door for good.

TENGU

Although Tengu may have a supernatural fierceness that comes with being a fallen angel, there's still no easy way for him to handle Helena's tremendous speed. Finding openings against Tengu is no simple task, but after you can establish a weakness, Helena is quick to act on it and put Tengu on the ground. You want him in this position as often as possible, so don't let up after you have him in a compromised position. Keep your attacks varied to keep him from countering consistently. If you can put on pressure from many different angles and keep him relatively immobile, his style will become more predictable and easier to counter, giving you an advantage that even an angel of darkness is powerless to overcome.

TINA ARMSTRONG

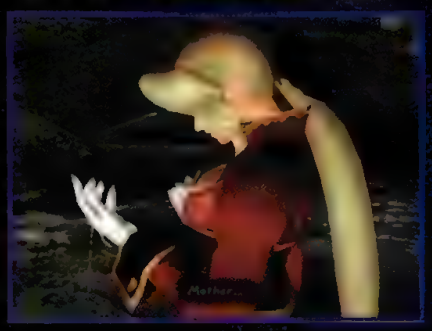
Tina's general lack of speed and heavy reliance on throwing attacks give Helena a distinct advantage in this fight. Even though Tina also has other powerful attacks, you can avoid most of them by keeping a safe distance from her and waiting for her to advance. One thing Tina can't do is rush too far ahead with a low attack, so be prepared to counter a middle or high attack if she tries to nail you from long distance. It's still preferable to get dumped by a conventional attack than to have Tina rush in and grapple with you. If that happens, you have to rely on your speed to save you. If there's no escape, try using a short barrage of attacks in close quarters to stun Tina. Just be aware that your fate is almost certainly sealed should you fail to connect in such a critical situation.

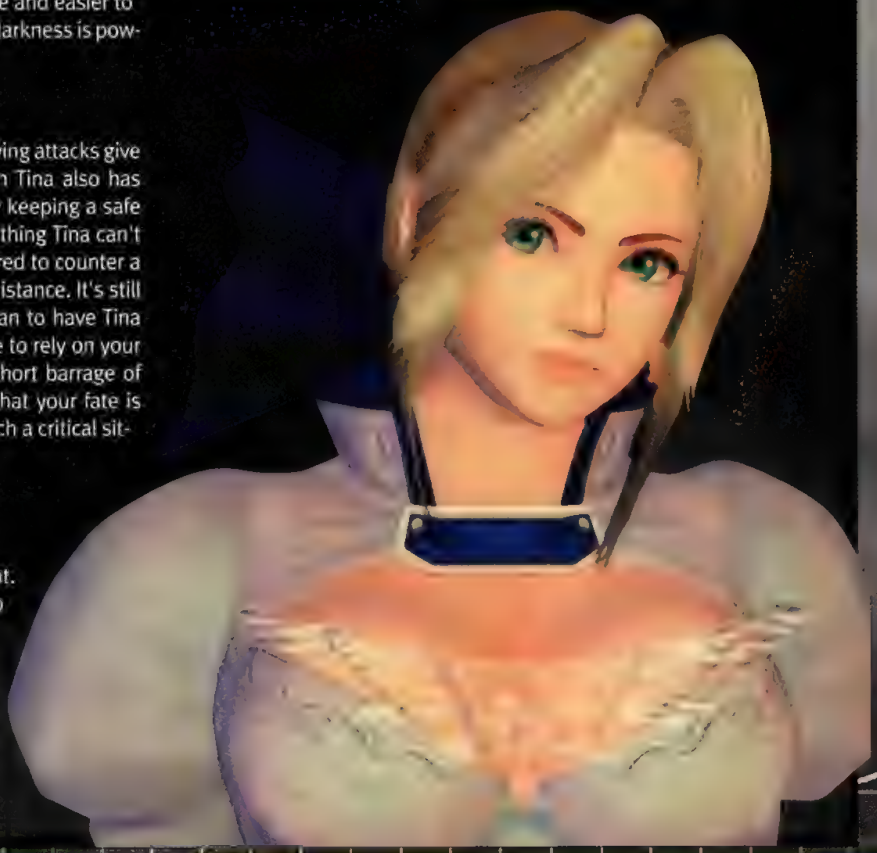
ZACK

Zack's unpredictable style is difficult for most characters to handle, so be prepared for a tough fight. Even with superior speed, Helena can be powerless to fend off Zack's advances if he coordinates his battle plan properly. Maneuver out of the way of attacks such as the Air Walk and then stick it to him while he's preparing another attack. Staying on the move helps you avoid Zack's punishing blows and leaves him wide open for a counterattack. Furthermore, if Zack's busy chasing you around, he simplifies his attacks, so you'll usually end up with some easy counter opportunities.

HELENA'S ENDING

Destroying Tengu completes the final act of the drama that has been Helena's life since her parents were taken from her. With a clear conscience and no obstacles ahead, perhaps Helena can finally resume a normal life. After all, it is a beautiful day....





DETAILS



Name: China
Fighting Style: Jeet Kune Do
Age: 20
Height: 5'8"
Weight: 165 lbs.
Measurements: Bust 39", Waist 31", Hips 36"
Occupation: Bouncer
Costumes: 5
Story: No one is more dedicated to his fighting skills than hot-blooded Jann Lee. Trained by a renowned master, he seeks out battles with only the strongest of fighters, and it's said that he fights from his soul. Jann Lee strikes fear into his opponents using a high-pitched cry and deadly dragon strikes. Those who know Jann Lee understand that nothing can come between him and his desire to fight, but others see him as too self-absorbed and sorely lacking in the female relationships department.

MOVES

DEADLY MOVES

Target Area: Middle; Damage: 23



Target Area: High; Damage: 25



NIKI • KICK

⇗, ●, ●

Total Damage:48

Target Area: Middle; Damage: 26



SEKKAN • CHOP

⇦, ▲

Total Damage:26

Target Area: High; Damage: 12



Target Area: High; Damage: 18



Target Area: Low; Damage: 25



SONIC • LOW • SPIN • KICK

▲, ⇨, ▲, ⇩, ●

Total Damage:55

MOVES
DEADLY MOVES

Target Area: Middle; Damage: 18



Target Area: Middle; Damage: 20



BODY • UPPER
⇨, ▲, ▲

Total Damage:38

Target Area: Middle; Damage: 28



DRAGON HAMMER
⇦, ⇨, ▲

Total Damage:28

Target Area: Low; Damage: 12



Target Area: Middle; Damage: 37



THRUST • SPIKE • KICK
⇩, ●, ●

Total Damage:49



Target Area: Middle; Damage: 22



Target Area: Middle; Damage: 50



DRAGON • STRIKE
⇘, ●, ⇨, ▲

Total Damage:72

Target Area: Low; Damage: 24



DRAGON • LOW • KICK
⇙, ●

Total Damage:24

Target Area: High; Damage: 40



DRAGON • BLOW

↓,↘,→,▲

Total Damage:40

Target Area: Middle; Damage: 35



DRAGON • ELBOW

↖,●

Total Damage:35

Target Area: High (can't be blocked); Damage: 55



DRAGON • KICK

↓,↘,→,●

Total Damage:55

Jann Lee's opponent can only avoid this attack by crouching.

Target Area: Middle; Damage: 42



DRAGON • FLARE

→,→,●

Total Damage:42

Target Area: High; Damage: 36



DRAGON • STEP • HIGH

→,■+●

Total Damage:36

Target Area: High; Damage: 58



SEKKAN • PUNCH

With your opponent's back to you

↓,↘,→,■+▲

Total Damage:58

Target Area: -; Damage: 88





DRAGON • SMASHER

With your back against the wall,

↓,↘,→,■+▲,(pause)←,←,■+▲

Total Damage:88

This new throw is a smashing twist on an old favorite! The command for this throw is the same as the command for the Bull Docking Head Lock, but Jann Lee's positioning allows him to use the nearby wall to crush his opponent's head instead of using the floor.

BASIC ATTACKS

Move	Command	Target Area	Damage
High Punch	▲	High	10
Middle Punch	↘,▲	Middle	20
Low Punch	↓,▲	Low	5
High Kick	●	High	30
Middle Kick	↘,●	Middle	25
Low Kick	↓,●	Low	12

JUMPING ATTACKS

Move	Command	Target Area	Damage
Jumping Forward Punch	While jumping toward opponent ▲	Middle	15
Jumping Forward Kick	While jumping toward opponent ●	Middle	30
Forward Landing Punch	Immediately after landing from forward jump ▲	High	30
Forward Landing Kick	Immediately after landing from forward jump ●	Low	25
Vertical Jumping Punch	While jumping straight up ▲	Middle	15
Vertical Jumping Kick	While jumping straight up ●	Middle	30
Vertical Landing Punch	Immediately after landing from vertical jump ▲	High	30
Vertical Landing Kick	Immediately after landing from vertical jump ●	Low	25
Backward Landing Punch	Immediately after landing from backward jump ▲	High	30
Backward Landing Kick	Immediately after landing from backward jump ●	Low	25

RISING ATTACKS

Move	Command	Target Area	Damage
Rising High Kick	Lying on the ground ●	Middle	20
Rising Low Kick	Lying on the ground ↓,●	Low	20

SPECIAL ATTACKS

Move	Command	Total Damage	Target Areas and Damage per Strike
Knuckle Upper	↗,▲	16	H16
Back Hook	↑,▲	24	H24
High Sinnee Kick	↖,●	25	H25
Rear High Kick	↑,●	35	H35
Niki Kick	↗,●,●	48	M23,H25
Sekkan Chop	←,▲	26	M26
Sway Jab	↖,▲	12	H12
Jab High Kick	▲,●	42	H12,H30
Sonic Spin Kick	▲,→,▲,●	60	H12,H18,M30
Sonic Low Spin Kick	▲,→,▲,↓,●	55	H12,H18,L25
Sonic Upper	▲,↓,▲,▲	50	H12,M18,M20
Combo Low Spin Kick	▲,↓,▲,●	55	H12,M18,M25
Dragon Rush	▲,▲,▲,●	79	H12,H10,H10,H47
Dragon Cannon	▲,▲,▲,→,▲	77	H12,H10,H10,M45
Dragon Slicer	▲,▲,▲,↓,●	56	H12,H10,H10,L24
Combo Knuckle Upper	▲,▲,→,▲	34	H12,H10,H12
Combo High Kick	▲,▲,●	48	H12,H10,H26
Body Upper	→,▲,▲	38	M18,M20
Body Low Spin Kick	→,▲,↓,●	43	M18,L25
Flash Spin Kick	→,→,▲,●	31	H18,M13
Flash Low Spin Kick	→,→,▲,↓,●	43	H18,L25
Low Dragon Hammer	↙,▲	20	L20
Dragon Hammer	←,→,▲	28	M28
Sinnee High Kick	■+●,●	59	M24,L35
Double Hook Kick	←,●,●	49	M24,H25
Thrust Spike Kick	↓,●,●	49	L12,M37
Thrust Spin Kick	↓,●,●	37	L12,L25
Side Master Kick	↘,●,●	54	M22,H32
Dragon Strike	↘,●,→,▲	72	M22,M50
Side Back Kick	↘,●,←,●	47	M22,M25
Snap Spin Kick	→,●,●	52	M20,H32
Snap Spike Kick	→,●,←,→,●	57	M20,M37
Dragon Low Kick	↙,●	24	L24
Low Spin Kick	↓,■+●	25	L25
Dragon Blow	↓,↘,→,▲	40	H40
Dragon Elbow	▲+●	35	M35
Dragon Knuckle	↓,←,→,▲	50	M50
Dragon Kick	↓,↘,→,●	55	H55 (can't be blocked)
Dragon Spike	←,→,●	40	M40
Flash Turn	←,←,▲	18	H18
High Spin Kick	●,●	62	H30,H32
Dragon Flare	→,→,●	42	M42
Dragon Step High	→,■+●	36	H36

BACK-FACING ATTACKS

Move	Command	Total Damage	Target
Turn Jab	▲	12	H12
Turn Body Barrel	↓,▲	15	M15
Turn Low Knuckle	↓,▲	10	L10
Turn High Kick	●	30	H30
Turn Side Kick	↓,●	27	M27
Turn Spin Kick	↓,●	25	L25
Blind Knuckle	↓,▲	45	H45
Blind Elbow	▲+●	40	M40

THROWS

Move	Command	Total Damage
Hell Drive	■+▲	40
Dragon Gunner	→,■+▲	42
Shoulder Throw	←,■+▲	48
The Way of the Dragon	↓,↙,←,■+▲	55
The Fall of the Dragon	With your opponent's back against the wall ↓,↙,←,■+▲	65
Bull Docking Head Lock	↓,↘,→,■+▲(pause)←,←,■+▲	78
Dragon Rave	With your opponent's back facing you ■+▲	55
Sekkan Punch	With your opponent's back to you ↓,↘,→,■+▲	58
Front Face Lock	With your opponent crouching ↓,■+▲	55
Side Buster	With your opponent crouching ↙,■+▲	60
Punish Punch	With crouching opponent's back to you ↓,■+▲	63
Dragon Smasher	With your back against the wall, ↑,↗,→,■+▲,(pause) ↑,→,■+▲	88

HOLDS

Move	Purpose	Playstation2 Mode Command	Arcade Mode Command	Total Damage
Trace Gunner	Counters your opponent's high attacks	↖,■	←,→,↖,■	58
Double Bind	Counters your opponent's middle punch attacks	←,■	→,←,■	20
Leg Sweep	Counters your opponent's middle kick attacks	←,■	←,→,■	58
Dragon Twist	Counters your opponent's low attacks	↙,■	←,→,↙,■	58
Dragon's Roar	Counters your opponent's jumping punch attacks	←,■	→,←,■	72

OPPONENT DOWN ATTACKS

Move	Command	Total Damage
Stomping	↑,▲+●	20
Enter the Dragon	↑,■+▲+●	25
Low Snap Kick	↓,●	10

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TAUNTS

Move	Command
Shout	⇨,⇩,⇨,■+▲+●

MISCELLANEOUS MANEUVERS

None

TAG TEAM ATTACKS

Move	Teammate	Command	Total Damage
Double Dragon	Lei Fang	⇨,⇨,■+▲+●	70
Stomp Choke	Leon or Bayman	⇨,⇨,■+▲+●	70
Full Body Massage	Jann Lee	⇨,⇨,■+▲+●	70
Mirror High Kick	Hayabusa or Ein	⇨,⇨,■+▲+●	70
Dome Crusher	Ein	⇩,⇘,⇨,■+▲+●	80
Deep the Dragon	Teamed with anyone other than the above	⇨,⇨,■+▲+●	58

JANN LEE
VERSUS CPU STRATEGIES

AYANE

Ayane's multi-hit combination ability is prolific, and her speed is slightly better than Jann Lee's. However, Jann Lee's strength is far greater than Ayane's. Ayane has excellent countering ability, though, and many of Jann Lee's multi-hit combination attacks are predictable enough to get you in trouble. Use explosive attacks such as the Dragon Spike or Sekkan Chop to limit her ability to counter you.

Remember that it only takes one or two hits on your part to re-establish control and turn the tide of the fight. Ayane's speed is hard to overcome, but you definitely have the skills necessary to defeat her.

BASS

Jann Lee may be a speedy powerhouse, but Bass still has a huge advantage when it comes to strength. Luckily, Jann Lee's ample speed can be used to frustrate Bass and keep him disoriented. Bass would love to crush you with a heavy-duty attack or throw, so use your speed to stay out of his clutches. Bass has no choice but to chase after you, and you can catch him off guard with attacks such as the Dragon Flare. Be careful, though—if Bass blocks your attacks, he almost always retaliates with a big throw, so don't attack unless you feel you can't miss. If you can extract some damage initially and then establish a buffer, you'll be in a great position to win this fight.

EIN

Ein is almost dead-even with Jann Lee in terms of fighting ability. What Ein lacks in speed, he easily makes up for with slightly greater strength, and the resulting balance really makes it hard to pick a clear winner in this match-up. Use your superior maneuverability to keep Ein as limited as possible. For example, keep Ein with his back near or against the wall, because Jann Lee has many attacks that knock his opponent backward at high velocity. If you land a particularly nasty hit on Ein and knock him into the wall as a result, the additional damage can be a huge bonus. Just remember that whatever you do to Ein, he can do back to you.

GEN FU

Gen Fu is the sixth character you encounter in Story Mode. While Gen Fu may seem unable to match up to Jann Lee's incredible speed and fighting spirit, his wisdom in battle can easily make the difference in this fight. Gen Fu can do a ton of damage with just a few attacks, so you've got to avoid making mistakes that leave you open for easy blows that quickly put you at a disadvantage. Even in close quarters, it's better to let Gen Fu throw you than it is to be pummeled by his well-coordinated and powerful attacks. Gen Fu is especially adept at countering the quick-hitting attacks that Jann Lee is heavily armed with, so don't be surprised to be face to the ground a lot if you attack with abandon. However, by the same token, many of Gen Fu's attacks hit in the high or middle range, so you can also take advantage of some easy counters if you're prepared to intercept them.

HELENA

Helena is similar to Ayane in that she can overwhelm Jann Lee with her quick attacks and superior countering ability. Skirt the boundaries of her attack range and hope to land a few highly damaging attacks on her before she really tracks you down. Helena's attacks are difficult to counter and she loves to juggle you with multi-hit combination attacks, so fighting in close quarters is usually a losing proposition. By keeping

your distance from Helena, you force her to advance to get into attack range, and picking her off from a distance really works well for Jann Lee. Look for opportunities to use the Dragon Kick or Dragon Blow during her advances, as they strike quickly and are far less likely to be countered or avoided.

KASUMI

Jann Lee may be fast, but Kasumi still puts him to shame when it comes to speed. Keep moving to avoid being a target, and be prepared to survive a few offensive barrages if you get trapped. To beat Kasumi, you have to be more patient than she is. Your offensive firepower is much greater than hers, so don't open yourself up until you have a clear shot at her. Otherwise, Kasumi will block a poorly executed attack and make you pay with a damaging counterattack.

Don't hold back out of fear, though. Be confident in your skills, and utilize your power and speed to take advantage of clear attack opportunities as they present themselves.

LEI FANG

Lei Fang is the sixth character you encounter in Story Mode. She has crafted her entire style to defeat you, but luckily, she hasn't found the formula to shut you down just yet. Lei Fang's style is geared toward counters and powerful, quick-hitting blows. Going all out is what Lei Fang expects from you–don't play into her hands by fighting a typical fight. If you can do the unexpected, such as using throws and relying on a few obscure attacks that don't put you at a high risk of being countered, the fight becomes a lot more interesting and you gain the upper hand.

LEON

Leon's grappling ability is unquestioned, but Jann Lee has enough speed to avoid most of his advances if you pay close attention to the action at hand. Of course, grappling isn't Leon's only method of attack. He can dish out some brutal blows, putting you out cold without ever grabbing you at all. Also, Leon is always looking for another angle of attack, so don't be surprised if he counters your multi-hit combination attacks.

Stay out of his way and pick at him from a distance. Although Jann Lee usually prefers to take off large chunks of damage at one time, dismantle Leon gradually. Take what you can get, and don't put yourself in danger.

RYU HAYABUSA

Hayabusa is the fourth character you encounter in Story Mode. Hayabusa is as fast as Jann Lee, but he uses his speed in unexpected ways rather than overwhelming you with quick attacks. For example, he can use his speed to approach you unexpectedly and nail you with a surprise throw. This unpredictability makes Hayabusa difficult to defend against. He'll suddenly change his approach, and it becomes a different fight.

Because it's difficult to predict what Hayabusa will do, be willing to take some chances and bring the fight to him. Whether you get caught or not, it's better than standing by and hoping to get lucky.

TENGU

Unfortunately, defeating Tengu isn't easy for Jann Lee. Tengu counters attacks well–and because most of Jann Lee's attacks are easily countered, Tengu can have a field day. Also, Tengu's great strength means that a throw or one solid multi-hit combination attack can really make it difficult for Jann Lee to keep up.

Fortunately, Jann Lee can take control in several ways. His Dragon Kick is a very good way to stop Tengu's Whirlwind Attack. Jann Lee also has some excellent counters of his own, so keying in on some of Tengu's more predictable attacks, such as his flipping kicks, opens up some opportunities. Regardless of how you play it, this is always a difficult fight for Jann Lee to win. The cards are stacked against you, but if you play a sharp game, you'll manage.

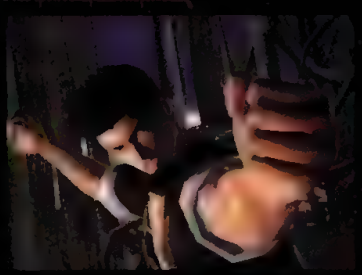
TINA ARMSTRONG

Tina's throws are definitely her best assets, but Jann Lee has the speed to avoid them. Tina's other attacks aren't as effective as her throws. Stay as far away from her as you can, because if she grabs you, you're in for a serious lesson in pain. Tina can close the gap between you fairly well, and she can whittle you down. However, with your speed advantage, you should be able to play keep-away and ding her slowly from far away. Although she counters well, she occasionally has trouble against low attacks–use that to your advantage. Get her off balance and out of range, and you can control the outcome.

ZACK

Although Zack and Jann Lee don't share a story, Zack is the second character Jann Lee encounters in Story Mode, and they match up in some unexpected ways. For example, Jann Lee has superior attack speed and strength, but Zack has some unpredictable moves and enough physical ability to keep things relatively even. It's important to gain an edge over Zack any way you can. Use down attacks or knock Zack into a wall to establish even a small lead. Because of their explosive fighting styles, dramatic swings in momentum are not uncommon, so don't get flustered if Zack gets the upper hand for a short time. Remember, it's never too late to turn the fight to your favor against Zack. If you can utilize all of Jann Lee's abilities and get on a roll, anything is possible.

JANN LEE'S ENDING



After destroying Tengu, Jann Lee begins to wonder what the true limitations of his power are. Alone on this mountain, the only opponent left for Jann Lee to face is his own perception of what can and can't be done. With the utmost concentration, Jann Lee releases all of his power on the ancient tree nearby, shattering it into a thousand pieces and with it, the notion that there is anything in this world he can't do.

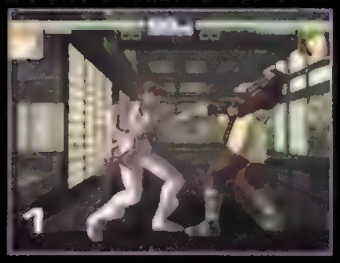


DETAILS

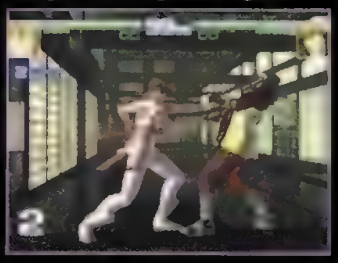
Home: Japan
Fighting Style: Mugen-tenshin Ninjutsu/Tenjinmon
Age: N/A
Height: 5'2"
Weight: 106 lbs.
Measurements: Bust 35", Waist 21", Hips 33"
Occupation: Ninja
Costumes: 7
Story: Kasumi is trained as a "Kunoichi," a professional assassin, and would have risen to the 18th head of the Mugen-tenshin style if she hadn't tried to settle her brother Hayate's vendettas. To save her life, she was forced into hiding and became a runaway "Shinobi." But shortly after her participation in the first Dead or Alive World Combat tournament, she was captured by S.D.P. (Super-human Development Project). During her imprisonment, they were able to successfully clone Kasumi, creating her evil twin and fighting doll, Kasumi A.

MOVES
DEADLY MOVES

Target Area: High; Damage: 10



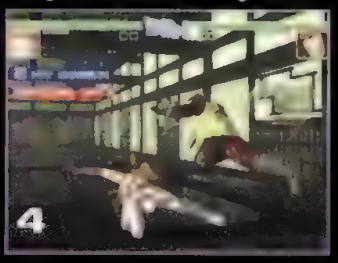
Target Area: High; Damage: 10



Target Area: Middle; Damage: 18



Target Area: Low; Damage: 24



GENRAKU

▲, ▲, ⇨, ▲, ⇩, ●

Total Damage:62

Target Area: Middle; Damage: 30



TENRYU

⇗, ●

Total Damage:30

This move does no damage to your foe, but it quickly repositions you on his or her opposite side.

Target Area: Middle; Damage: 45



GETSURIN

⇖, ●

Total Damage:45

MOVES
DEADLY MOVES

Target Area: Middle; Damage: 18



Target Area: Middle; Damage: 32



Target Area: Middle; Damage: 32



S. • RISHU
⇨, ▲, ●, ●
Total Damage:82

Target Area: Middle; Damage: 20



Target Area: Middle; Damage: 20



K. • OSEN
⇘, ▲, ▲
Total Damage:40

GESHU
⇨, ●, ●
Total Damage:54

Target Area: Middle; Damage: 22



Target Area: High; Damage: 32



Target Area: Middle; Damage: 22



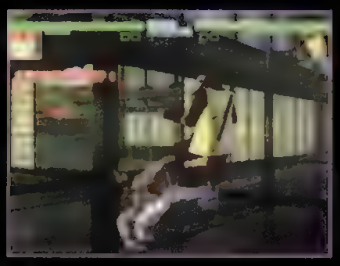
Target Area: Low; Damage: 26



ROSHU
⇨, ●, ⇩, ●
Total Damage:48

Target Area: Low; Damage: 30





ROGA

⇨, ⇨, ●

Total Damage:30

Target Area: Middle; Damage: 24



SENKA

⇘, ■ + ●

Total Damage:24

Target Area: High; Damage: 32



Target Area: High; Damage: 32



SITTEN

■ + ●, (pause) ●

Total Damage:32/32

This move is extremely powerful, but it's impossible for both kicks to hit your opponent. However, should the first kick fail to connect, the second kick still can.

Target Area: Middle; Damage: 30



NAGI

⇦, ■ + ●

Total Damage:30

Target Area: High; Damage: 27



Target Area: Middle; Damage: 35



HAKURO

⇦, ●, ●

Total Damage:62

Target Area: Middle; Damage: 26



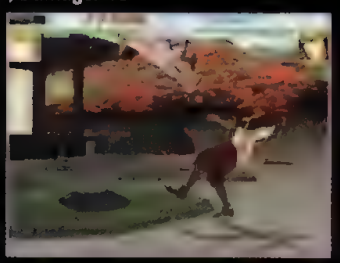
BUSEN

⇘, ⇘, ●

Total Damage:26

Target Area: High; Damage: 40





TENBU

⇦, ▲, ●

Total Damage:40



TSUZUMI-GURUMA

↓,↘,→,■+▲

Total Damage:55

This new attack incorporates Kasumi's Busen into a potent throw.

Target Area: –; Damage: 55



BASIC ATTACKS

Move	Command	Target Area	Damage
High Punch	▲	High	10
Middle Punch	↘,▲	Middle	20
Low Punch	↓,▲	Low	5
High Kick	●	High	27
Middle Kick	↘,●	Middle	24
Low Kick	↓,●	Low	10

JUMPING ATTACKS

Move	Command	Target Area	Damage
Jumping Forward Punch	While jumping toward opponent ▲	Middle	15
Jumping Forward Kick	While jumping toward opponent ●	Middle	30
Forward Landing Punch	Immediately after landing from forward jump ▲	Middle	22
Forward Landing Kick	Immediately after landing from forward jump ●	Low	25
Vertical Jumping Punch	While jumping straight up ▲	Middle	15
Vertical Jumping Kick	While jumping straight up ●	Middle	30
Vertical Landing Punch	Immediately after landing from vertical jump ▲	Middle	22
Vertical Landing Kick	Immediately after landing from vertical jump ●	Low	25
Backward Landing Punch	Immediately after landing from backward jump ▲	Middle	22
Backward Landing Kick	Immediately after landing from backward jump ●	Low	25

RISING ATTACKS

Move	Command	Target Area	Damage
Rising High Kick	Lying on the ground ●	Middle	20
Rising Low Kick	Lying on the ground ↓,●	Low	20
Kiren	Lying on the ground ●,⇨,●	Middle	40
Kogetsu	Lying face down with head toward opponent ■+●	Middle	38

SPECIAL ATTACKS

Move	Command	Total Damage	Target Areas and Damage per Strike
Tenyu	⇗,●	30	M30
Hiryu	⇧,●	25	H25
Getsurin	⇖,●	45	M45
Futen	⇧,▲	12	H12
Hiten	⇦,▲	11	H11
Rengou	▲,▲,●,●,●	94	H10,H10,H27,H22,M25
Renjin	▲,▲,●,⇘,●	71	H10,H10,H27,M24
Renji	▲,▲,●,⇩,●	69	H10,H10,H27,L22
Osen	▲,▲,▲,▲	47	H10,H10,M12,M15
Gessai	▲,▲,⇖,●	55	H10,H10,M35
Rishu	▲,▲,⇨,▲,●,●	102	H10,H10,M18,M32,M32
Kyoshu	▲,▲,⇨,▲,●,⇩,●	98	H10,H10,M18,M32,L28
Tenshu	▲,▲,⇨,▲,⇨,●	68	H10,H10,M18,M30
Genraku	▲,▲,⇨,▲,⇩,●	62	H10,H10,M18,L24
Engetsu	▲,▲,⇨,●,●	74	H10,H10,M22,H32
Getsuro	▲,▲,⇨,●,⇩,●	68	H10,H10,M22,L26
T. Rengou	▲,●,●,●	84	H10,H27,H22,M25
T. Renjin	▲,●,⇘,●	61	H10,H27,M24
T. Renji	▲,●,⇩,●	59	H10,H27,L22
S. Rishu	⇨,▲,●,●	82	M18,M32,M32
S. Kyoshu	⇨,▲,●,⇩,●	78	M18,M32,L28
S. Tenshu	⇨,▲,⇨,●	48	M18,M30
S. Genraku	⇨,▲,⇩,●	42	M18,L24
K. Osen	⇘,▲,▲	40	M20,M20
K. Ogen	⇘,▲,⇩,●	44	M20,L24
Goyaku	●,●,●	74	H27,H22,M25
Jinyaku	●,⇘,●	51	H27,M24
Jikyaku	●,⇩,●	49	H27,L22
Muei	⇨,⇨,▲,⇩,●	45	M20,L25
Geshu	⇨,●,●	54	M22,H32
Roshu	⇨,●,⇩,●	48	M22,L26
Roga	⇨,⇨,●	30	L30
Sen	▲+●	26	H26
Sitten	■+●,(pause)●	64	H32,H32

SPECIAL ATTACKS (CONTINUED)

Move	Command	Total Damage	Target Areas and Damage per Strike
Sitsuro	■+●,(pause)↓,●	60	H32,L28
Fukasen	↓,■+●	25	L25
Senka	↘,■+●	24	M24
Mugen	↘,↘,▲	22	M22
Nagi	←,■+●	30	M30
Busen	↘,↘,●	26	M26
Hakuro	←,●,●	62	H27,M35
Tenbu	↗,▲,●	40	H40

BACK-FACING ATTACKS

Move	Command	Total Damage	Target Areas and Damage per Strike
Turn High Chop	▲	10	H10
Rising Twist	↓,▲	38	M38
Turn Low Chop	↓,▲	14	L14
Turn High Kick	●	30	H30
Riren	●,●	55	H30,M25
Turn Middle Kick	↓,●	25	M25
Turn Low Kick	↓,●	24	L24
Getsuei	↑,●	35	M35

THROWS

Move	Command	Total Damage
Kahen	■+▲	40
Kegon	→,■+▲	42
Youshi	With opponent's back against the wall →,■+▲	55
Tenryu	←,■+▲	45
Adachi	With your back against the wall ←,■+▲	55
Hien	↘,↘,■+▲	68
Ibara	↑,■+▲,(pause)←,■+▲	119
Oboro	Performed anywhere/With opponent's back against the wall →,→,■+▲,(pause)↓,■+▲	60/70
Rogai	↓,↙,←,■+▲	60
Tsuzumi-Guruma	↓,↘,→,■+▲	55
Hakkato	With opponent's back facing you ■+▲	50
Urahien	With opponent's back facing you ↑,■+▲	57
Hiryu	With opponent's back facing you →,■+▲	55
Himatsu	With opponent crouching ↓,■+▲	55
Enshu	With opponent crouching ↙,■+▲	60

HOLDS

Move	Purpose	PlayStation2 Mode Command	Arcade Mode Command	Total Damage
Kyoka	Counters your opponent's high attacks	↖,■	←,→,↖,■	58
Shiraha	Counters your opponent's middle punch attacks	←,■	→,←,■	58
Shigure	Counters your opponent's middle kick attacks	←,■	←,→,■	45
Momiji	Counters your opponent's low attacks	←,→,↙,■	←,→,↙,■	58
Madoi	Avoids your opponent's middle attacks	→,←,↗,■	→,←,↗,■	0
Mayoi	Avoids your opponent's low attacks	→,←,↘,■	→,←,↘,■	0
Soken-Gari	Counters your opponent's low kick attacks	↙,■	←,→,↙,■	72
Mai-Goromo	Counters your opponent's jumping punch attacks	←,■	→,←,■	87

OPPONENT DOWN ATTACKS

Move	Command	Total Damage
Oga	↑,▲+●	20
Kawara	↓,▲	10

TAUNTS

Move	Command
Matoi	←,→,←,■+▲+●

MISCELLANEOUS MANEUVERS

Move	Purpose	Command
Uragake	Perform a back flip	↖,▲
Tenbu	Perform a forward flipping jump	↗,▲

TAG TEAM ATTACKS

Move	Teammate	Command	Total Damage
Oborofutae	Hayabusa	→,→,■+▲+●	70
Double Twist Kick	Ayane	→,→,■+▲+●	70
Sweep Smash	Ein	→,→,■+▲+●	70
Piggyback Crush	Helena	→,→,■+▲+●	70
Oboro 2	Teamed with anyone other than Hayabusa	→,→,■+▲+●	64

PRIMAGAMES.COM

BASS
VERSUS CPU STRATEGIES

AYANE

Ayane is the fifth character you encounter in Story Mode. Because of their shared lineage, Kasumi and Ayane's basic abilities are nearly identical. Same height, same basic fighting style, same incredible speed. So, how do you fight against someone who can do everything you do?

It starts with knowing your opponent. Ayane is going to try to use back-facing attacks at some point in the match, so you have to be prepared to deal with them. And although staying out of her range might seem like a good idea, Ayane can close distance immediately with her Genmu attack, so you can't always count on being able to have enough space and time to feel her out and react accordingly. In general, just try to use your speed to counteract Ayane's speed. Maneuver when she does to avoid being caught out of position, attack weak spots when you can find them, and keep on fighting until the bitter end.

BASS

Bass certainly has the size and strength advantage in this match, but the disparity in speed gives Kasumi a good shot at taking him down. Bass may land one or two huge attacks, but Kasumi can play a hit-and-run game, whittling Bass down slowly. Bass makes a perfect target for Kasumi's quick, multi-hit combination attacks, allowing her to hit him in the air multiple times, even if the attacks aren't precisely coordinated. Soften up Bass's defense with unpredictable, quick attacks, then get him in the air and let loose with as many hits as you can. If you can build up a significant lead, the fight will be well under your control.

EIN

Ein is the sixth character you encounter in Story Mode, and the fact that he may be your brother doesn't change his brutal approach to battle. Ein's attack speed can be blinding, and you'll quickly find yourself face down on the canvas if you don't counter. Counters can definitely make the difference in this fight. Hold back your attacks until you see an opening, then let loose with your most damaging multi-hit combination attack.

GEN FU

You must play a smarter game against Gen Fu, which is no easy task. Gen Fu can hurt you badly with just a few attacks, so keep yourself protected. Even in close quarters, it's better to let Gen Fu throw you than it is to be pummeled by his well-coordinated and powerful attacks. Use your superior mobility to dance circles around Gen Fu and make him take shots that miss. Then, while he's out of position, strike quickly and go back on the defensive. If Gen Fu starts getting in your face, go for a throw that will knock him away and reestablish your comfort zone.

HELENA

Helena's skills in battle are almost equal to Kasumi's. The major difference between them is Helena's ability to switch between three distinct stances, so her moves can be even more confusing than Kasumi's. Watch what she's doing very closely, and don't think she's vulnerable when she isn't. Helena is quite adept at mixing up her attacks, and with speed matching that of Kasumi, can quickly turn the tide of a fight. Land hard-hitting, multi-hit combination attacks of your own, and limit her ability to trap you by keeping as much distance between you as possible.

JANN LEE

Jann Lee's speed isn't as great as Kasumi's, but he can still wreak havoc with his strength advantage. Jann Lee's attacks tend to be somewhat focused on your midsection, so look for easy counter opportunities (such as the final two hits of his frequently used Dragon Cannon) and take full advantage of them. Jann Lee becomes even more aggressive when your back is to him, so don't get caught in this position unless you have a great plan that won't miss. He usually doesn't miss when given those kinds of opportunities.

KASUMI

Kasumi A is the second character you encounter in Story Mode, and fighting against yourself may provide interesting insights into Kasumi's weaknesses. Kasumi A doesn't fight nearly as well as Kasumi does, although she has all the same moves. Explore your own weaknesses, as most of what you can do to Kasumi A also can be done to you if you're not fighting at top form. Make the most of this opportunity, and then shut down your evil twin once and for all.

LEI FANG

Lei Fang doesn't have any particular advantage over Kasumi, yet she can defeat you easily if you're not careful. Lei Fang doesn't win with flash—she wins with finesse, superior positioning, and deft countering. This works directly against your style of fighting, so be incredibly careful how you approach Lei Fang. If you start to abuse Kasumi's signature multi-hit combination attacks, you'll be countered left and right. Stick with abrupt one- or two-hit moves that can stun Lei Fang and give you a chance to launch some additional attacks before she can recover. Be patient and go after the opportunities you can safely take advantage of. Otherwise, Lei Fang will quickly figure you out and put an end to your futile approach.

LEON

Leon is a traditional grappler, meaning that he tends to abandon more traditional punches and kicks for a damaging combo throw attack. However, Leon still has a mean punch or two that can knock your lights out in short order. Although countering Leon is extremely beneficial, he tends to use quick-hitting attacks of two or three hits each, so by the time you catch on, it may be too late. Do your best to ding Leon as much as possible, using your speed to create unpredictable attack angles,

and exploit any major weaknesses with a strong multi-hit combination attack. Otherwise, you're going to have a difficult time dusting this man from the desert.

RYU HAYABUSA

Hayabusa is the third character you encounter in Story Mode. Despite his desire to protect you, it appears that his hand is forced in this situation. Hayabusa is quick, but Kasumi still maintains a significant speed advantage. Use this to your advantage if Hayabusa leaves you even a small opening to exploit. However, attacking too often will get you in trouble. Hayabusa is very good at countering repetitive attacks, so mix up your attack range. If all else fails, use your speed or a move such as the Uragake to give yourself a chance to regroup.

TENGU

Tengu can close the door on virtually any attack Kasumi can muster, but she can interrupt Tengu's most feared attacks. During the wind up for his Whirlwind Attack, Kasumi can close the gap and drop Tengu cold with her Tenbu or Tenryu attacks. Once Tengu starts those maneuvers, he can't stop, giving Kasumi a free shot if he's not too far away. But nothing comes easy against Tengu. Look for opportunities to counter long combination attacks, especially those that would otherwise lift you off the ground and put you at his mercy. Also, try to get up off the ground without putting yourself back in Tengu's attack range, or you may find yourself back on the ground.

TINA ARMSTRONG

Tina loves to use her grappling ability to perform combo throws, and getting out of these before she can complete them can mean the difference between winning and losing.

Tina likes to mix up her attacks and counter your attacks when you least expect it. You must also surprise Tina to defeat her. If you can defend her attacks successfully, she'll almost always be open to a counterattack, so don't be too anxious to knock her down in the middle of her multi-hit attacks. If you're having trouble getting started, take whatever you can get. Sometimes, that's the best you can do.

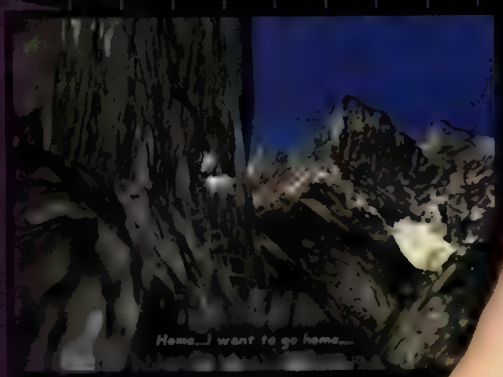
ZACK

Zack's reliance on quick kicking attacks presents you with lots of counter opportunities–take advantage of them. However, being overzealous when it comes to countering can turn into a big advantage for Zack. His throws are probably the most underrated throws in the game, and a missed counter almost always results in Zack tossing you flat on your face. Zack is more vulnerable to low attacks than high ones, so be ready to sweep him if he's out of position.

If you can block at least some of Zack's moves and counterattack intelligently, you'll have a much better chance of winning this fight than if you just let loose offensively and hope for the best.

KASUMI'S ENDING

With Tengu finally destroyed and her past behind her, Kasumi can finally stop running and go back home. But will life ever truly be the same for the runaway Shinobi? Only time will tell if her painfully deep wounds will ever heal.





LEI FANG DETAILS



Home: China
Fighting Style: T'ai Chi Quan
Age: 19
Height: 5'4"
Weight: 110 lbs.
Measurements: 34", Waist 22", Hips 34"
Occupation: College Student
Costumes: 6
Story: Lei Fang is renowned as a fighting genius, and her ultimate goal is to defeat Jann Lee in combat. Her intense desire to beat him is fueled by Jann Lee's typical dominance in the arena. It is for this reason alone that she has entered the second Dead or Alive World Combat Championship.

MOVES
DEADLY MOVES

Target Area: Middle; Damage: 23



Target Area: High; Damage: 25



NIKI
⇦, ●, ●
Total Damage:48

Target Area: Middle; Damage: 26



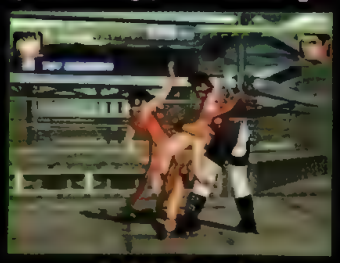
SOAN
⇨, ⇨, ▲
Total Damage:26

Target Area: Middle; Damage: 40



CHISUN
⇦, ⇨, ▲
Total Damage:40

Target Area: High/Middle; Damage: 45



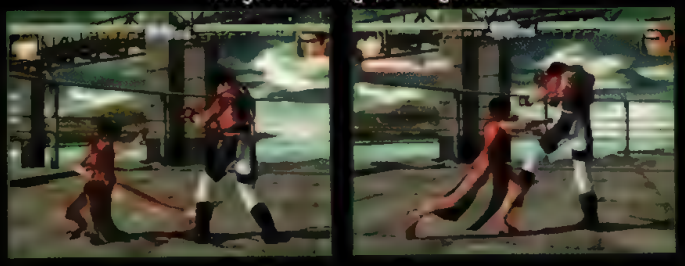
KINKEI
▲+●
Total Damage:45

ANSHU

←, ←, ▲

Total Damage:26

Target Area: High; Damage: 26



SHAORIN

↓, ↘, →, ▲

Total Damage:32

Target Area: Middle; Damage: 32



G. • HAI

↘, ↘, ▲, ▲ + ●

Total Damage:43

Target Area: Low; Damage: 20



Target Area: Middle; Damage: 23



HOKO

→, ▲ + ●

Total Damage:22

Target Area: High; Damage: 22



Target Area: High; Damage: 10



Target Area: Middle; Damage: 20



Target Area: Middle; Damage: 26



S. SOAN

▲, ↘, ▲, ▲

Total Damage:56



Target Area: Middle; Damage: 35

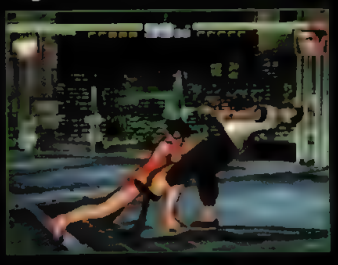


HAISEKI

↓, ▲ + ●

Total Damage:35

Target Area: Middle; Damage: 34



TOZU

↙, ▲ + ●

Total Damage:34

Target Area: High; Damage: 28



Target Area: Middle; Damage: 20



SHU/SEN

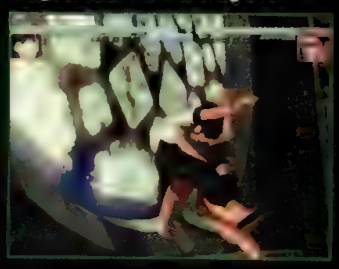
●, ↓, ●

Total Damage:43

Target Area: High; Damage: 25



Target Area: – ; Damage: 35



ASSIN

With opponent's back against the wall

⇨,⇨,■+▲

Total Damage:60

Target Area: High; Damage: 48



Target Area: –; Damage: 20



Target Area: –; Damage: 28



KENPI

⇩,⇘,⇨,■+▲,(pause) ⇦,■+▲,(pause) ⇦,⇨,■+▲

Total Damage:96

Target Area: High; Damage: 10



Target Area: –; Damage: 20



Target Area: –; Damage: 28



TOITSU

With opponent crouching

⇩,■+▲

Total Damage:58



BASIC ATTACKS

Move	Command	Target Area	Damage
High Punch	▲	High	10
Middle Punch	↘, ▲	Middle	20
Low Punch	↓, ▲	Low	5
High Kick	●	High	28
Middle Kick	↘, ●	Middle	26
Low Kick	↓, ●	Low	10

JUMPING ATTACKS

Move	Command	Target Area	Damage
Jumping Forward Punch	While jumping toward opponent ▲	Middle	15
Jumping Forward Kick	While jumping toward opponent ●	Middle	30
Forward Landing Punch	Immediately after landing from forward jump ▲	Middle	30
Forward Landing Kick	Immediately after landing from forward jump ●	Middle	25
Vertical Jumping Punch	While jumping straight up ▲	Middle	15
Vertical Jumping Kick	While jumping straight up ●	Middle	30
Vertical Landing Punch	Immediately after landing from vertical jump ▲	Middle	30
Vertical Landing Kick	Immediately after landing from vertical jump ●	Low	25
Backward Landing Punch	Immediately after landing from backward jump ▲	Middle	30
Backward Landing Kick	Immediately after landing from backward jump ●	Low	25

RISING ATTACKS

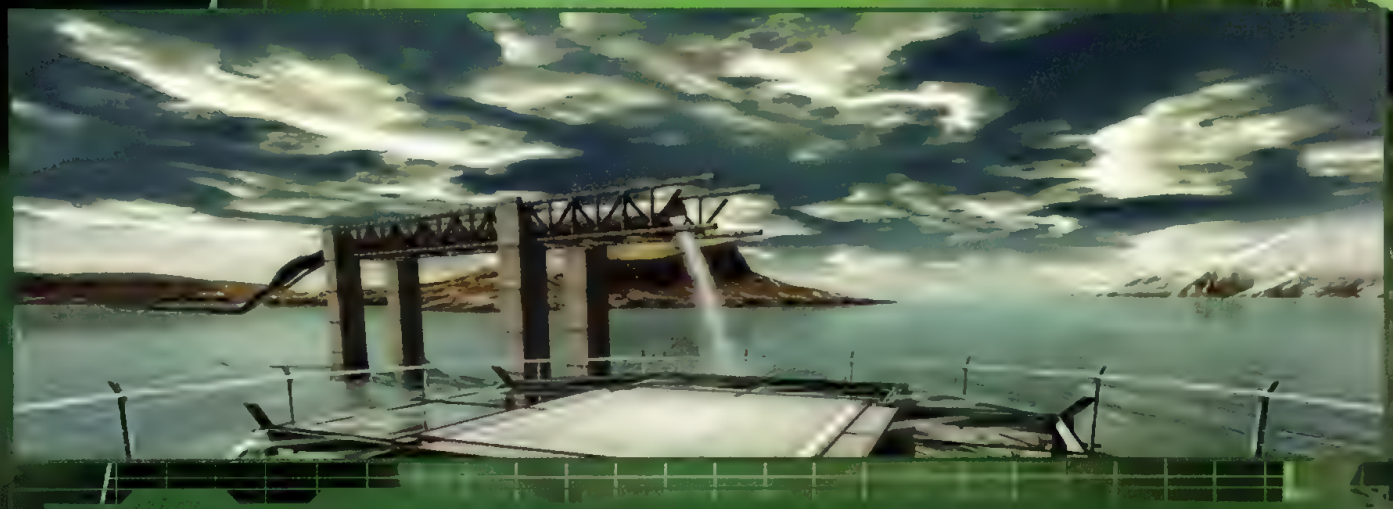
Move	Command	Target Area	Damage
Rising High Kick	Lying on the ground ●	Middle	20
Rising Low Kick	Lying on the ground ↓, ●	Low	20

SPECIAL ATTACKS

Move	Command	Total Damage	Target Areas and Damage per Strike
Zensho	↗,▲	25	M25
Shahi	↑,▲	18	H18
Niki	↗,●,●	48	M23,H25
Tensin	↖,●	34	H34
Soan	→,→,▲	26	M26
Sofu	→,←,▲	25	H25
Chisun	←,→,▲	40	M40
Kinkei	▲+●	45	H20,M25
Tessa	↓,↓,●	25	L25
Renchu	→,▲,●	62	M17,H20,M25
Anshu	←,←,▲	26	H26
Hoto	←,▲	22	M22
Shanpo	↙,▲,▲	46	M18,M28
Shaorin	↓,↘,→,▲	32	M32
G. Niki	↘,↘,▲,●,●	68	L20,M23,H25
G. Hai	↘,↘,▲,▲+●	55	L20,M35
Sokutan	→,●	24	H24
Bunkyaku	→,→,●	32	M32
Hikyaku	↑,●	24	H24
Sengu	←,●,●,↓,●	65	H30,M20,L15
Fujin	↙,●,●	38	L15,L23
Tokyaku	↘,●,▲+●	60	M25,M35
Hoko	→,▲+●	22	H22
Honsin	↖,▲	29	M29
R. Shao	▲,▲,▲	54	H10,H12,M32
R. Kin	▲,▲,→,▲,●	87	H10,H12,M20,H20,M25
R. Zen	▲,▲,←,▲,▲	69	H10,H12,M22,M25
R. Renshu	▲,▲,●,●	75	H10,H12,H25,H28
R. Sengu	▲,▲,●,↓,●	67	H10,H12,H25,M20
R. Tessa	▲,▲,↓,●	47	H10,H12,L25
S. Soan	▲,↘,▲,▲	56	H10,M20,M26
S. Hai	▲,↘,▲,▲+●	65	H10,M20,M35
Tanben	▲,●,●,↓,●	75	H10,H30,M20,L15
Renshu	●,●	60	H28,H32
Shu/Sen	●,↓,●	48	H28,M20
Paika	←,▲+●	20	H20
Tozu	↙,▲+●	34	M34
Haiseki	↓,▲+●	35	M35
Senpu	■+●	35	M35

BACK-FACING ATTACKS

Move	Command	Total Damage	Target Areas and Damage per Strike
Turn High Palm	▲	12	H12
Turn Middle Palm	⇩,▲	16	M16
Turn Low Palm	⇩,▲	12	L12
Turn Round Kick	●	30	H30
Turn Middle Kick	⇩,●	25	M25
Turn Low Kick	⇩,●	23	L23
Sentsu	▲+●	38	M38



THROWS

Move	Command	Total Damage
Toden	■+▲	42
Noba	⇦,■+▲	46
Kaisin	With your back against the wall ⇦,■+▲	0
Tokan	⇘,■+▲	52
Heisin	⇦,⇨,■+▲	55
Yoho	⇨,⇨,■+▲	50
Assin	With opponent's back against the wall ⇨,⇨,■+▲	60
Rentai	⇩,⇘,⇨,■+▲, (pause) ⇦,■+▲, (pause) ⇨,⇨,■+▲	100
Kenpi	⇩,⇘,⇨,■+▲, (pause) ⇦,■+▲, (pause) ⇦,⇨,■+▲	96
Rinei	⇩,⇙,⇦,■+▲	62
Haisui	With opponent's back to you ■+▲	55
Shanpo	With opponent's back to you ⇨,⇨,■+▲	58
Chogo	With opponent's back to you ⇩,⇘,⇨,■+▲	60
Toitsu	With opponent crouching ⇩,■+▲	58
Kindoku	With opponent crouching ⇙,■+▲	62
Teishu	With crouching opponent's back to you ⇩,■+▲	65

HOLDS

Move	Purpose	PlayStation2 Mode Command	Arcade Mode Command	Total Damage
Tensen	Counters your opponent's high attacks	⇖,■	⇦,⇨,⇖,■	62
Singeki	Counters your opponent's middle punch attacks	⇦,■	⇨,⇦,■	62
Shinhai	Counters your opponent's middle punch attacks near a wall	⇦,■	⇨,⇦,■	72
Kaiso	Avoids your opponent's middle kick attacks	⇦,■	⇦,⇨,■	0
Sohi	Counters your opponent's low attacks	⇙,■	⇦,⇩,⇙,■	62
Sairetsu	Avoids your opponent's high and middle attacks	⇖,■	⇦,⇨,⇖,■	0
Risei	Avoids your opponent's low attacks	⇙,■	⇨,⇦,⇩,■	0
Taisyu-Oro	Counters your opponent's jumping punch attacks	⇦,■	⇨,⇦,■	77
Senshin-Ho-Tai	Counters your opponent's jumping kick attacks	⇦,■	⇦,⇩,■	77

OPPONENT DOWN ATTACKS

Move	Command	Total Damage
Rakuso	⇧,▲+●	18
Sinyaku	⇩,●	15

TAUNTS

Move	Command
Geishin	⇦,⇨,⇦,■+▲+●
No, No!	⇩,⇩,■+▲+●
Got it!	⇨,⇦,⇨,■+▲+●
No, No 2	⇦,⇦,■+▲+●

MISCELLANEOUS MANEUVERS

None

TAG TEAM ATTACKS

Move	Teammate	Command	Total Damage
Double Crush Body Press	Helena	⇨,⇨,■+▲+●	70
Flying Face Buster	Tina	⇨,⇨,■+▲+●	70
Sky High Body Stomp	Jann Lee	⇩,⇘,⇨,■+▲+●	80
Tengyo	Jann Lee	⇨,⇨,■+▲+●	70
Heisin 2	Teamed with anyone other than the above	⇨,⇨,■+▲+●	62

LEI FANG
VERSUS CPU STRATEGIES

AYANE

Ayane's speed is amazing, and her multi-hit combination ability is far superior to Lei Fang's. However, Lei Fang's quick and punishing blows and counters can overwhelm Ayane if used properly. Unfortunately, Ayane's speed tends to allow her to interrupt many of your attacks, so stick to quick-striking, powerful attacks such as the Hoko or Hoto. This is definitely one of Lei Fang's most difficult fights to win. Ayane's speed allows her to do things Lei Fang can only dream of, so be ready for anything, anytime. Keep track of her position, and if you manage to block her attacks, press ahead with your best multi-hit combination attacks.

BASS

Amazingly, Lei Fang actually has a very good shot at defeating Bass on a regular basis. While Bass certainly holds the strength advantage, Lei Fang's quick-hitting attacks and overall combat precision give her the edge. However, that doesn't mean that this fight is a cakewalk. If Bass can throw or counter you a few times, it can be nearly impossible to beat him. Getting behind in this match almost always spells certain doom, so stand your ground and react to whatever he throws at you. If you pour on the offense, he's likely to counter and keep you in close quarters, where you're at a distinct disadvantage. However, you have to attack at some point, so vary attack heights and force Bass to abandon throws in favor of a more predictable offense that favors your elite countering ability.

EIN

Ein has a somewhat similar fighting style to Lei Fang's, but not enough to give either character a distinct advantage. Ein is mobile and able to launch dynamic multi-hit combination attacks on a whim – being stationary makes you an easy target. Move around more than usual to keep this from happening, and be ready to launch a counterattack should Ein be out of position as a result. Ein attacks quite frequently, giving you ample counter opportunities. Look for patterns in Ein's attacks; if you can track down that one punch or kick that's been causing you problems and turn it against Ein with a counter, things will even out very quickly.

GEN FU

Gen Fu is the third character you encounter in Story Mode. While Gen Fu and Lei Fang's styles are amazingly similar, this fight is anything but predictable. Both Gen Fu and Lei Fang tend to utilize counters and powerful, quick-hitting blows, so expect to see a good mix of fast action and careful measuring. Ultimately, the big difference between Gen Fu and Lei Fang is strength. Nearly all of Gen Fu's comparable attacks are far more powerful than Lei Fang's, so you have to land a few more attacks than he does to win the fight. Luckily, Lei Fang's counters are slightly better than Gen Fu's, so predict his advances and capitalize on th–. Use any edge you can establish to take control of the fight and make Gen Fu fight on your terms.

HELENA

Helena can overwhelm Lei Fang with her quick attacks and superior countering ability. Be prepared to unleash your best stuff if Helena makes a mistake. Keep as much distance between you as possible, using non-intrusive, quick attacks to keep Helena off-balance and at a distance. The more you can keep her out, the more she has to bring the fight to you and the greater your chances of countering her advances. But be careful – Helena can still surprise you, so don't let down your defenses until you've actually won the match. If you make even the slightest mistake, Helena can exploit your weaknesses and turn a losing situation into her victory.

JANN LEE

Jann Lee is the sixth character you encounter in Story Mode. This is the cocky warrior that you've trained to defeat, and you must be in full control of your combat senses to do it. Jann Lee's style revolves around speed and power, which should play right into your ability to counter and avoid attacks of that nature. However, this tends to be difficult in practice. Jann Lee's multi-hit combination attacks are easier to counter than his other moves, but you mustn't make even the slightest mistake when defending against them. You must execute your counters perfectly, and make Jann Lee pay each time he leaves himself vulnerable to attack. Nothing is more challenging than finishing off Jann Lee when you have the advantage. Be patient, and wait for the right opportunity to seal your victory.

KASUMI

Kasumi's ability to string together blindingly fast, multi-hit combination attacks makes it difficult for Lei Fang to defeat her. Sneak in a few hits here and there and eventually counter a few of her attacks. Kasumi is very adept at switching up the height of her attacks, so you may have to guess where they'll be aimed to counter them. However, if you're being throttled by one of her multi-hit barrages, guessing where she may go next is better than being rapidly dismantled. Just don't expect anything to come easy against Kasumi. She has incredible speed, so you must work hard and be very quick to penetrate her defenses and land attacks on a consistent basis. If you can play a patient game, you can succeed.

LEON

Leon's brutality and grappling ability represent nearly the exact opposite of Lei Fang's more controlled battle tactics. You've got to avoid being face-to-face with Leon as often as possible. But you can't always stay out of range, so you've got to be able to handle those situations when he puts you at his mercy. Moves such as the Hoko are quick enough to interrupt Leon in the middle of a throw attempt or nail him after a series of blocked attacks, so be ready to unleash a quick-hitting barrage of your own to put him on the ropes and give yourself a chance to retreat. Remember, the longer you can stay out of his range, the better your chances of survival become.

RYU HAYABUSA

Hayabusa has ample speed and strength, and his countering ability is above average, so employ a fighting strategy that won't allow him to fully capitalize on those advantages. Respect his ability to connect with quick and powerful attacks, and be prepared to retaliate if he leaves himself open to a counterattack. However, the best strategy is watching

and waiting, limiting the effectiveness of the attacks Hayabusa employs. Hayabusa can surprise you even when you think your position is incapable of being compromised, so don't let your guard down until you've won. Keep a vigilant watch on defense, and make sure to take full advantage of any attacks you manage to nail him with.

TENGU

Tengu's strength and amazing in-close fighting ability are enough to crush most other fighters, but Lei Fang's style gives her a slight advantage in this match-up. Lei Fang can gradually whittle Tengu down with quick-hitting individual attacks, sapping his energy in moderate chunks and avoiding the likelihood of being countered. Also, many of Lei Fang's attacks can interrupt Tengu in the middle of his own offensive advances, so pounce on an opening if he leaves you one.

You must still fight with control to secure your victory. Tengu's throws are highly damaging, and if he does manage to counter a few attacks, you may find yourself playing catch-up. Do what you can to stay out of Tengu's throw range, and nail him with moves such as the Haiseki if he tries to force his way into your personal space.

TINA ARMSTRONG

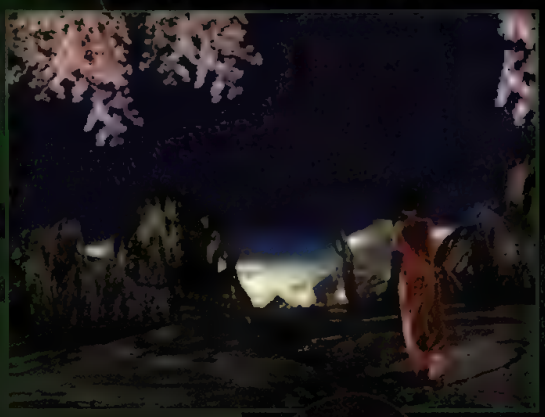
Tina is the second character you encounter in Story Mode. Tina's general lack of speed and heavy reliance on throwing attacks tend to give Lei Fang the upper hand in this match-up. However, Tina can still surprise you. Tina changes her battle plan if things don't quite go her way, so be ready to deal with special moves such as the Elbow Suicide or Tina Special if you take away her ability to throw you. If she does catch you in close range, it's better to let her hit you with a conventional punching or kicking attack than it is for her to grapple with you, so don't be afraid to throw your way out if she traps you. Keep your distance, play smart, and look for counter opportunities when she closes the gap or employs alternate methods of attack.

ZACK

Zack's crazy style is sometimes difficult to handle, and it can be very challenging for Lei Fang to avoid his unpredictable advances. Staying a few paces away from him affords you some time to react to what he's doing offensively. Zack's quick-hitting kick attacks are much easier to counter from a distance, so he may eventually have to gamble with moves such as the Air Walk or Flying Knee Kick to force the fight back into close quarters. Be prepared for this, and either counter them or avoid them altogether. Then, when Zack is out of position, sock it to him. Remember, if you can make Zack bring the fight to you, you'll be in control.

LEI FANG'S ENDING

Upon destroying Tengu, Lei Fang's dream of having the perfect world has come true. And with the memory of Jann Lee behind her, she can finally lead an ideal life, free from doubt and worry.







DETAILS

Home: Italy
Fighting Style: Russian Martial Arts
Age: 42
Height: 6'4"
Weight: 282 lbs.
Measurements: Bust 53", Waist 47", Hips 48
Occupation: Mercenary
Costumes: 4
Story: Leon's past is unknown and mysterious. He keeps to himself and is known only as the lonely soldier who answers the call of the open road. All that is known for sure about Leon is that his one true love, Roland, died in his arms. She whispered with her dying breath, "The man I love is the strongest man in the world!" " Leon lives each day to fulfill his last words of love, aspiring to be the strongest man in the world.

MOVES
DEADLY MOVES

Target Area: Middle; Damage: 18



Target Area: Middle; Damage: 27



SMASH UPPER
⇧, ▲, ▲

Total Damage:45

Target Area: Middle; Damage: 34



RISING • TOMAHAWK
⇗, ▲

Total Damage:34

Target Area: Middle; Damage: 30



HEEL • HAMMER
⇦, ●

Total Damage:30

Target Area: Middle; Damage: 25



KNEE • LIFT
⇨, ●

Total Damage:25

MOVES
DEADLY MOVES

Target Area: Middle; Damage: 25



HEAD • BUTT
▲+●

Total Damage:25

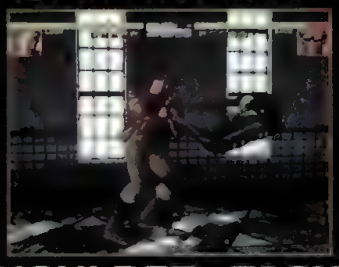
Target Area: High; Damage: 45



ARM • GRENADE
⇨,▲+●

Total Damage:45

Target Area: Middle; Damage: 40



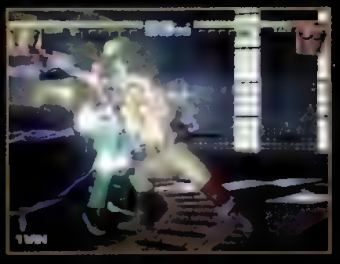
SHOULDER • TACKLE
⇦,⇨,▲

Total Damage:40

Target Area: Middle; Damage: 25



Target Area: Middle; Damage: 30



REVERSE • DOUBLE HAMMER
⇦,▲+●,▲

Total Damage:55

Target Area: Middle; Damage: 18



Target Area: Middle; Damage: 18



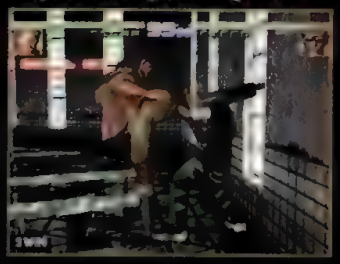
Target Area: Low; Damage: 25



CRASH • LEG SPIKE
⇨,▲,▲,⇨,●

Total Damage:61

Target Area: High; Damage: 32



Target Area: Middle; Damage: 25



Target Area: Middle; Damage: 30



TRAP • REVERSE HAMMER

●, ▲, ▲

Total Damage:61

Note that Leon can only hit his opponent with two of the three hits of this combo. If the first two hits connect, the opponent is smashed to the floor, meaning Leon can't connect with the third hit. However, if your opponent thinks the move is over after two hits and lets his guard down, you'll knock 'em for a loop for sure!

Target Area: High; Damage: 43





NECK • HANGING • TREE

⇦, ▲+●

Total Damage:43

Target Area: High; Damage: 45



Target Area: – ; Damage: 25



Target Area: – ; Damage: 35



REVERSE SHRIMP • LOCK

⇦, ⇨, ▲+●, (pause),
⇨, ⇦, ▲+●, (pause),
⇩, ▲+●

Total Damage:105

Target Area: High; Damage: 50



Target Area: – ; Damage: 50





SWING BREATH • FALL

With your back against the wall and your opponent's back facing you),
⇦, ⇨, ■+▲,
(pause)
⇨, ⇦, ■+▲

Total Damage:105

Target Area: Middle; Damage: 30





GROUND • SUBMISSION

With your opponent on the ground, standing over them ↓, ■+▲

Total Damage:30

Target Area: Low; Damage: 12



Target Area: Low; Damage: 25



DOUBLE • SPIKE

↓, ●, ●

Total Damage:37

This new kick combination adds a little more variety to Leon's foot games.

Target Area: Middle; Damage: 35



SOLID • CANNON

↓, ↘, →, ▲

Total Damage:35

This new punching attack makes a powerful statement—get out of the way, or else!

BASIC ATTACKS

Move	Command	Target Area	Damage
High Punch	▲	High	12
Middle Punch	↘,▲	Middle	20
Low Punch	↓,▲	Low	5
High Kick	●	High	32
Middle Kick	↘,●	Middle	26
Low Kick	↓,●	Low	12

JUMPING ATTACKS

Move	Command	Target Area	Damage
Jumping Forward Punch	While jumping toward opponent ▲	Middle	15
Jumping Forward Kick	While jumping toward opponent ●	Middle	30
Forward Landing Punch	Immediately after landing from forward jump ▲	Middle	20
Forward Landing Kick	Immediately after landing from forward jump ●	Low	25

JUMPING ATTACKS (CONTINUED)

Move	Command	Target Area	Damage
Vertical Jumping Punch	While jumping straight up ▲	Middle	15
Vertical Jumping Kick	While jumping straight up ●	Middle	30
Vertical Landing Punch	Immediately after landing from vertical jump ▲	Middle	20
Vertical Landing Kick	Immediately after landing from vertical jump ●	Low	25
Backward Landing Punch	Immediately after landing from backward jump ▲	Middle	20
Backward Landing Kick	Immediately after landing from backward jump ●	Low	25

RISING ATTACKS

Move	Command	Target Area	Damage
Rising High Kick	Lying on the ground ●	Middle	20
Rising Low Kick	Lying on the ground ↓,●	Low	20

SPECIAL ATTACKS

Move	Command	Total Damage	Target Areas and Damage Per Strike
Palm Arrow	↖,▲	30	M30
Tomahawk Arrow	↗,▲	32	M32
Smash Upper	↑,▲,▲	45	M18,M27
Trass Kick	While rising from a crouch ●	36	H36
Rising Tomahawk	↗,●	34	M34
Jabbering Kick	↑,●	30	H30
Body Sobat	■+●	35	M35
Blust Trass	←,▲,●	42	H24,H18
Blust Drive Knee	←,▲,→,●	36	H24,M12
Knee Lift	→,●	25	M25
Smash	↘,▲	25	M25
Heel Hammer	←,●	30	M30
Head Butt	▲+●	25	M25
Arm Grenade	→,▲+●	45	H45
Flame Knuckle	→,→,▲	30	H30
Shoulder Tackle	←,→,▲	40	M40
Reverse Double Hammer	←,▲+●,▲	55	M25,M30
Leg Spike	↙,●	25	L25
Double Spike	↓,●,●	37	L12,L25
Solid Crash	→,▲,▲,▲	61	M18,M18,M25
Crash Leg Spike	→,▲,▲,↓,●	61	M18,M18,L25
Stomach Break	→,▲,●	48	M18,M30
Rush Sobat	▲,→,▲,●	59	H12,M12,M35
Rush Leg Spike	▲,→,▲,↓,●	55	H12,M18,L25
Jab High Kick	▲,●	42	H12,H30
Storm Hook	▲,▲,▲	52	H12,H12,M28

SPECIAL ATTACKS (CONTINUED)

Move	Command	Total Damage	Target Areas and Damage Per Strike
Storm Blust Knuckle	▲,▲,⇦,▲	48	H12,H12,H24
Storm Sobat	▲,▲,●	59	H12,H12,M35
Storm Upper	▲,▲,⇖,▲	56	H12,H12,M32
Trap Heel Hammer	●,●	47	H32,M15
Trap Reverse Hammer	●,▲,▲	87	H32,M25,M30
Giant Upper	⇩,⇖,⇦,▲	32	M32
Solid Cannon	⇩,⇘,⇨,▲	35	M35
Side Scimitar	⇩,⇨,●	20	L20
Scimitar Lock Heel	⇨,⇨,●,●	50	L20,M30
Turn Low Jabbering	⇩,■+●	22	L22

BACK-FACING ATTACKS

Move	Command	Total Damage	Target Areas and Damage per Strike
Turn Back Knuckle	▲	12	H12
Smash Back	▲,▲	30	H12,M18
Smash Upper	▲,▲,▲	52	H12,M18,M22
Turn Body Blow	⇩,▲	15	M15
Turn Low Spin Knuckle	⇩,▲	13	L13
Turn Spin Kick	●	30	H30
Turn Side Kick	⇩,●	28	M28
Turn Low Spin Kick	⇩,●	25	L25

THROWS

Move	Command	Total Damage
Victor Knee Cross Lock	■+▲	45
Neck Hanging Tree	⇦,■+▲	43
Neck Hanging Blow	With opponent's back against the wall ⇦,■+▲	53
Arm Lock	⇨,■+▲	55
Fire Storm Knee	With your opponent's back against the wall ⇨,■+▲	55
Reverse Shrimp Lock	⇦,⇨,■+▲,(pause)⇨,⇦,■+▲,(pause)⇩,■+▲	48
STF	⇘,⇘,■+▲,(pause)⇩,⇩,■+▲	77
DDT	⇩,⇖,⇦,■+▲,(pause)⇨,⇦,■+▲,(pause)⇩,■+▲	105
Human Missile	⇦,⇖,⇩,⇘,⇨,■+▲	67
Desert Bridge	With opponent's back against the wall ⇦,⇖,⇩,⇘,⇨,■+▲	75
Jumping Arm Reverse Cross Lock	With opponent's back facing you ■+▲	55
Hell Hazard Lock	With opponent's back to you ⇨,■+▲	60
Swing Sleeper	With opponent's back to you ⇦,⇨,■+▲,(pause)⇨,⇦,■+▲	90
Swing Breath Fall	With your back against the wall and your opponent's back to you ⇦,⇨,■+▲,(pause)⇨,⇦,■+▲	100
Crazy Crash	With opponent crouching ⇩,■+▲,(pause)⇩,■+▲,(pause)⇩,⇩,■+▲	84
Reverse Arm Lock	With opponent crouching ⇖,■+▲,(pause)⇩,■+▲	75

HOLDS

Move	Purpose	PlayStation®2 Mode Command	Arcade Mode Command	Total Damage
Head Hunting Cross Lock	Counters your opponent's high attacks	⇘,■	⇦,⇨,⇘,■	62
Death Trap	Counters your opponent's middle punch attacks	⇦,■	⇨,⇦,■	62
Snake Bites	Counters your opponent's middle punch attacks next to a wall	⇦,■	⇨,⇦,■	72
Jumping Knee Cross Lock	Counters your opponent's middle kick attacks	⇦,■	⇦,⇨,■	62
Cobra Death Lock	Counters your opponent's low attacks	⇙,■	⇦,⇨,⇙,■	62
Catching Arm Lock	Counters your opponent's jumping punch attacks	⇦,■	⇨,⇦,■	77
Heel Hold	Counters your opponent's jumping kick attacks	⇦,■	⇦,⇨,■	77

OPPONENT DOWN ATTACKS

Move	Command	Total Damage
Knee Drop	⇧,▲+●	22
Stomping	⇩,●	12
Ground Submission	With your opponent on the ground, standing over him ⇩,■+▲	30

TAUNTS

Move	Command
Go to Hell	⇦,⇨,⇦,■+▲+●

MISCELLANEOUS MANEUVERS

None

TAG TEAM ATTACKS

Move	Teammate	Command	Total Damage
Heavy Sand	Zack	⇨,⇨,■+▲+●	70
Pretzel Untwist	Bayman	⇨,⇨,■+▲+●	70
Smackdown	Gen Fu	⇨,⇨,■+▲+●	70
Twist Slam	Tina	⇨,⇨,■+▲+●	70
Guillotine Napalm	Bass	⇨,⇨,■+▲+●	70
Mack Truck	Bass	⇩,⇘,⇨,■+▲+●	80
Death Trap	Teamed with anyone other than the above	⇨,⇨,■+▲+●	62

LEON
VERSUS CPU STRATEGIES

AYANE

Although Ayane has the edge when it comes to speed and maneuverability, Leon can crush her with superior strength and an intelligent fighting strategy. Ayane likes to fight with a hit-and-run style. Because Ayane is so fast, even a well-planned attack may be useless if Ayane has more than a split-second to react. Keep yourself from being badly damaged by playing solid defense and looking for counter opportunities. If you can catch her in the middle of a multi-hit combination attack, you may unlock the opportunity you need to get in the fight and put her away.

BASS

Bass may have the upper hand when it comes to strength, but he's really no match for Leon's blend of grappling and hard-hitting attacks. However, still expect Bass to put up a pretty good fight. With his damaging throws and counters, Bass is capable of beating Leon in any given match if you aren't careful. Always be prepared to defend yourself from a throw, even in the midst of fending off regular punches and kicks. If Bass gets really aggressive, he can mix up his special moves and throws almost seamlessly, so don't let him control the fight. Lay down the law with a few brutal combination attacks, then polish him off with a throw when his options have run out.

EIN

Ein can't match Leon's grappling ability, but he does have the same ability to concentrate his strength into brutal bursts. Also, Ein has better maneuverability than Leon, so don't expect him to just stand there. Be careful what you try and when you try it. If your timing is poor, Ein can easily interrupt a throw or combination attack and pummel you. Don't be afraid to turn to your defense to win the fight for you. Most of Ein's attacks target the middle or high ranges, so use your expert counters to take control of the fight if all else fails.

GEN FU

Gen Fu is the fifth character you encounter in Story Mode. Surprisingly, Gen Fu presents one of Leon's greatest challenges. Even though it may seem that Leon's brutal attacks would break the old man's brittle bones, Gen Fu's true strength is being able to avoid such attacks in the first place. Any time Leon executes an attack that doesn't shoot out immediately, Gen Fu is likely to interrupt it or counter it. You can still get in your shots if you play carefully and intelligently. If you can avoid his attacks, you can open up some attack opportunities for yourself. He isn't nearly as resistant to your throws as he is to your combination attacks, so take advantage of throw opportunities if you can find a clear shot.

HELENA

The key to defeating Helena is not allowing her to overcome you with her speed. While her power is nowhere near Leon's, the point becomes moot if her nimble attacks can pick apart your defenses. Stay away from her and pick her apart from a distance.

At the same time, it also pays to take some chances and go for some powerful throws that require you to get closer. Try for a throw against Helena when she's just missed an attack. However, this is risky if you don't act right away. Helena is fast enough to recover from missed attacks in short order, so gamble a little to establish control of the fight. If it doesn't work out, remain calm and just try to gut it out as best you can.

JANN LEE

Jann Lee's reputation may make other fighters quiver in their boots, but Leon knows no fear. Jann Lee's speed is hard to overcome, especially because Leon has only average speed. However, because Jann Lee attacks with reckless abandon, your opportunities for counters are greatly increased. Key in on these opportunities, or Jann Lee will eventually overwhelm you with his mix of speed and power. Establish a sizable comfort zone, to give yourself more time to react to Jann Lee's attacks. When you do find an opening, keep things simple and quick. If you throw too much at him all at once, he'll certainly catch on and turn the tables on you.

KASUMI

Kasumi is quite adept at landing long strings of multi-hit combination attacks, so avoid getting caught up in the whirlwind. Kasumi is also very good when it comes to mixing up the levels of her attacks, so you can't stay in one position for too long because she'll quickly adjust and pummel you accordingly. You're definitely going to have to put your power on display to win this fight. Counters are a big part of this, so key in on her long multi-hit combination attacks and turn them against her. Or try to outmuscle her with moves such as the Heel Hammer or Shoulder Tackle. Just don't be sloppy about it, or Kasumi will have you begging for mercy.

LEI FANG

The nature of Lei Fang's style is to turn her opponent's most powerful attacks against them, and this can be bad for Leon as he wields some of the most brutal attacks in the game. She's quick enough to attack you at unexpected angles and create general havoc with your offensive battle plan. To keep her in check, land a few carefully planned attacks without getting countered. Most of Lei Fang's most powerful attacks hit at the middle or high range, so assume that you're going to be attacked there and try to nail her after you've finished blocking. If she's left herself open for a throw, get in there and go for it. You may get stuffed, but it's always best to take the initiative rather than to let her dictate the fight to you.

RYU HAYABUSA

Hayabusa's strength is no match for Leon's, but his speed is superior. This creates problems, because this superior maneuverability can be used to sidestep your best attacks and leave you wide open for harsh retaliation. Avoid this by keeping your lead-in combination attacks very short. Forget about any elaborate combination attacks in favor of a few solid attacks that will slowly whittle him down. Be deliberate, and only go after moves that you know you can land. Pie-in-the-sky throw attempts are nearly useless here, so stick to more conventional attacks. Remember, slow and steady wins this fight.

TENGU

Unsurprisingly, Leon is nearly Tengu's equal in battle. He isn't quite as strong as Tengu, but he does share his penchant for brutal moves. Also, Leon's speed and maneuverability are slightly greater than Tengu's, so you can get yourself out of tight positions. Leon has no easy answer to Tengu's Whirlwind Attack, so weather the storm if you aren't close enough to close the gap quickly. Rather than getting overly tricky, concentrate on whacking away at Tengu's weak spots and countering his most predictable combination attacks. Wait for the right opportunity to come, because pressing the fight when Tengu is prepared for you will only get you thrown or countered.

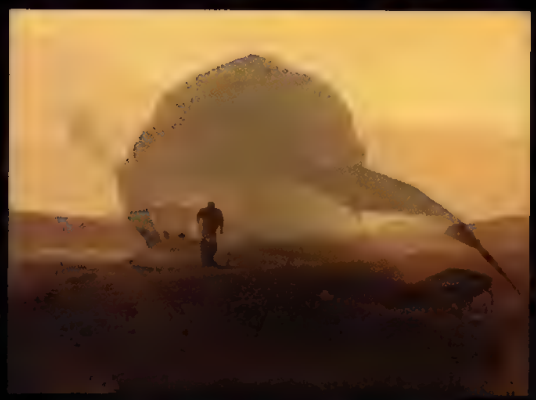
TINA ARMSTRONG

Tina's strength is on par with Leon's, but Leon's general quickness is just enough to establish a slight overall advantage against her. However, Tina can grapple equally with Leon, so fall back on your brutal arsenal of attacks to establish control. Maintain a fair amount of distance between you, giving yourself more time to react to her offensive maneuvers and allowing you to better plan your offensive advances.

Tina can quickly turn any ill-conceived moves to her advantage, so don't try anything frivolous or too lengthy against her. Do things gradually, and don't get overly ambitious, especially if you've already got a lead.

ZACK

Zack is the fourth character you encounter in Story Mode. Zack's overwhelming variety of attacks is his biggest strength, yet Leon can quickly turn that aspect of battle against him. Zack's quick-hitting attacks leave him in position to be countered frequently, and Leon's entire strategy is built around capitalizing on such opportunities. However, this doesn't mean that Zack is helpless. With the unpredictable nature of Zack's arsenal, consistently countering or avoiding his attacks isn't an easy task. Don't get behind in this match and put yourself at risk of playing catch-up. Maintain a tight defense, and keep your offense fairly conservative as you probe for weaknesses in Zack's defenses. Work on him gradually, and be ready to go for broke if the opportunity to land a big throw comes along.



LEON'S ENDING

Leon may have destroyed Tengu, but ridding the world of an evil force doesn't matter to him. He's still stuck in the past, and the memories of Roland are impossible to clear from his mind. It appears Leon may roam the desert for the rest of his life, searching for the solution to a riddle that has no answer....

RYU HAYABUSA DETAILS



Home: Japan
Fighting Style: Hayabusa Ninjutsu
Age: 23
Height: 5'10"
Weight: 154 lbs.
Measurements: Bust 41", Waist 33", Hips 36"
Occupation: Works in a Curio Shop
Costumes: 6
Story: Hayabusa is a modern Super Ninja and Hayate's (Kasumi's brother) best friend. Because he is such a powerful Ninja, it is his duty to face the evil Tengu, who has crossed over from the dark world to enter the human realm. For anyone but Hayabusa, facing Tengu would be suicide, but Hayabusa owes it to himself and humanity to defeat the evil creature.

MOVES
DEADLY MOVES

Target Area: High; Damage: 18



TENTOTSU
⇧, ▲
Total Damage:18

Target Area: Middle; Damage: 18



Target Area: Middle; Damage: 25



Target Area: High; Damage: 25



HATOTSU
⇨, ▲, ●, ●
Total Damage:68

KUSHIN
⇦, ▲, ⇨, ▲
Total Damage:46

Target Area: Middle; Damage: 18



Target Area: Middle; Damage: 28



JISEN

↙, ▲, ●

Total Damage:43

Target Area: Low; Damage: 18



Target Area: Low; Damage: 25



DANSHA

●, ●

Total Damage:66

Target Area: High; Damage: 30



Target Area: High; Damage: 36



HAGEN

⇧, ●, ●

Total Damage:56

Target Area: High; Damage: 30



Target Area: Middle; Damage: 26



GAO

⇦, ▲ + ●

Total Damage:42

Target Area: Middle; Damage: 42



REKKU

⇘, ▲ + ●

(pause) ●

Total Damage:48

Target Area: Middle; Damage: 20



Target Area: Middle; Damage: 28



NICHIRIN

⇗, ●

Total Damage:35

Target Area: Middle; Damage: 35



KORIN

⇦, ●

Total Damage:33

Target Area: High; Damage: 33





RYU HAYABUSA

MOVES
DEADLY MOVES

Target Area: High; Damage: 20



Target Area: High; Damage: 15



Target Area: High; Damage: 30



KIKOKU
■+●,(pause) ●,●

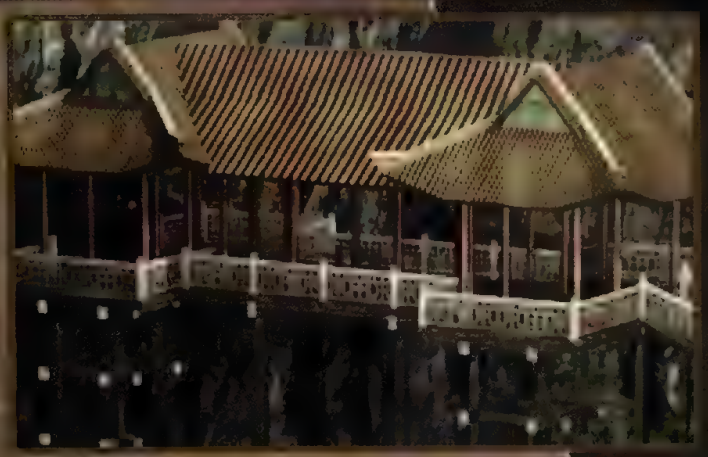
Total Damage:65

Target Area: Middle; Damage: 40

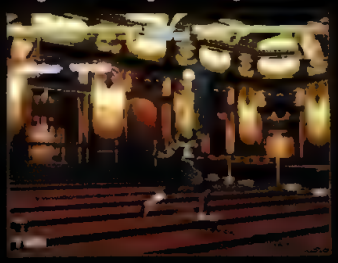


ZAMMA
↘,■+●

Total Damage:40



Target Area: High; Damage: 45



Target Area: –; Damage: 30



Target Area: –; Damage: 50



IZUNA
←,↙,↓,↘,→,■+▲,(pause) →,↗,↑,↖,←,■+▲,(pause)
←,↖,↑,↗,→,↘,↓,■+▲

Total Damage:125

BASIC ATTACKS

Move	Command	Target Area	Damage
High Punch	▲	High	10
Middle Punch	↘,▲	Middle	20
Low Punch	↓,▲	Low	5
High Kick	●	High	30
Middle Kick	↘,●	Middle	22
Low Kick	↓,●	Low	10

JUMPING ATTACKS

Move	Command	Target Area	Damage
Jumping Forward Punch	While jumping toward opponent ▲	Middle	15
Jumping Forward Kick	While jumping toward opponent ●	Middle	30
Forward Landing Punch	Immediately after landing from forward jump ▲	Middle	25
Forward Landing Kick	Immediately after landing from forward jump ●	Low	24
Vertical Jumping Punch	While jumping straight up ▲	Middle	15
Vertical Jumping Kick	While jumping straight up ●	Middle	30
Vertical Landing Punch	Immediately after landing from vertical jump ▲	Middle	25
Vertical Landing Kick	Immediately after landing from vertical jump ●	Low	24
Backward Landing Punch	Immediately after landing from backward jump ▲	Middle	25
Backward Landing Kick	Immediately after landing from backward jump ●	Low	24

RISING ATTACKS

Move	Command	Target Area	Damage
Rising High Kick	Lying on the ground ●	Middle	20
Rising Low Kick	Lying on the ground ↓,●	Low	20

SPECIAL ATTACKS

Move	Command	Total Damage	Target Areas and Damage Per Strike
Rengeki	▲,▲,▲	45	H11,H10,M24
Kusen	▲,▲,⇦,●,⇨,▲	67	H11,H10,M18,M28
Mekki	▲,▲,⇦,▲,●	75	H11,H10,M18,M36
Renki	▲,▲,●,●,●	72	H11,H10,H15,H16,H20
Jinpuren	▲,▲,⇩,●	46	H11,H10,L25
Hatou	▲,●,●	65	H11,H26,H28
Hatosu	⇨,▲,●,●	68	M18,M25,H25
Raishin	⇨,⇨,▲	28	M28
Tentotsu	⇧,▲	18	H18
Kushin	⇦,▲,⇨,▲	46	M18,M28
Hayou	⇦,▲,●	48	M18,M30
Eiuchi	⇖,▲	24	M24
Jisen	⇙,▲,●	43	L18,L25
Garyo	⇩,⇘,⇨,▲	28	M28
Jaki	●,▲	56	H30,M26
Dansha	●,●	66	H30,H36
Nichirin	⇗,●	35	M35
Hagen	⇧,●,●	56	H26,M30
Tenrin	⇖,●	40	M40
Onibishi	While rising from a crouch ●	29	H29
Rijiso	⇘,●,⇩,●	46	M22,L24
Haja	⇨,●,●	50	M25,H25
Jisuberi	⇨,⇨,●	28	L28
Jinpugeki	⇙,●,⇩,●	49	L24,L25
Jinren	⇙,●,⇙,●,⇩,●	73	L24,L24,L25
Riei	⇨,⇦,●	17	L17
Korin	⇦,●	33	H33
Maikiri	⇩,⇘,⇨,●	34	M34
Shoryu	⇩,⇦,●	26	M26
Soku	▲+●	25	H25
Gao	⇦,▲+●	42	M42
Rekku	⇘,▲+●,(pause)●	48	M20,M28
Kikoku	■+●,●,●	65	H20,H15,H30
Jisho	⇦,■+●	32	H32
Jinkyaku	⇩,■+●	25	L25
Zamma	⇘,■+●	40	M40

BACK-FACING ATTACKS

Move	Command	Total Damage	Target Areas and Damage per Strike
Spin High Punch	▲	11	H11
Spin Middle Punch	⇩,▲	14	M14
Spin Low Punch	↓,▲	13	L13
Turn High Kick	●	30	H30
Turn Middle Kick	⇩,●	26	M26
Turn Low Kick	↓,●	25	L25
Rakushin	⇧,●	28	M28

HANDSTAND (STANDING ON HEAD) ATTACKS

Move	Command	Total Damage	Target Areas and Damage per Strike
Kotensei	▲	10	H10
Kotensoku	⇩,●	25	M25
Senjin	●,●	45	H20,M25
Tenpou	▲+●	35	M35
Busou	■+●	25	L25

THROWS

Move	Command	Total Damage
Juji	■+▲	40
Kubikiri	⇨,■+▲	45
Shoro	With opponent's back against the wall ⇨,■+▲	55
Shiho	⇘,■+▲	48
Yama	⇦,■+▲	56
Hayabusa	⇨,⇨,■+▲	50
Genei	⇦,⇨,■+▲	0
Rakujinsho	⇩,⇙,⇦,■+▲	60
Izuna	⇦,⇙,⇩,⇘,⇨,■+▲,(pause) ⇨,⇗,⇧,⇖,⇦,■+▲,(pause)⇦,⇖,⇧,⇗,⇨,⇘,⇩,■+▲	125
Uranage	With opponent's back to you ■+▲	52
Kandachi	With opponent's back to you ⇦,■+▲	55
Rakuryu	With opponent's back to you ⇨,⇨,■+▲	58
Kirimomi	During handstand ■+▲	48
Kabuto	During handstand ⇦,■+▲	50
Zanshu	With opponent crouching ⇩,■+▲	55
Hane	With opponent crouching ⇙,■+▲	62
Takitsubo	With crouching opponent's back to you ⇩,■+▲	57

HOLDS

Move	Purpose	PlayStation2 Mode Command	Arcade Mode Command	Total Damage
Sen Izuna	Counters your opponent's high punches	↖,■,(pause)↓,↙,←,↖,↑,■,(pause) →,↗,↑,↖,←,↙,↓,↘,→,■	←,→,↖,■,(pause)↓,↙,←,↖,↑,■,(pause)→,↗,↑,↖,←,↙,↓,↘,→,■	125
Kagedoro	Counters your opponent's high kick attacks	→,■	←,→,↖,■	60
Rekko	Counters your opponent's middle punch attacks	↖,■,←,■,(pause)↓,↙,←,↖,↑,■,(pause)→,↗,↑,↖,←,↙,↓,↘,	→,←,■,(pause)↓,↙,←,↖,↑,■,(pause)→,↗,↑,↖,←,↙,↓,↘,→,■	125
Shugeki	Counters your opponent's middle kick attacks	→,■	←,→,■	60
Yoko	Counters your opponent's low punch attacks	←,■, ↙,■, (pause) ↓,↙,←,↖,↑,■,(pause)→,↗,↑,↖,←,↙,↓,↘,→,■	←,→,↙,■,(pause)↓,↙,←,↖,↑,■,(pause)→,↗,↑,↖,←,↙,↓,↘,→,■	125
Koken	Counters your opponent's low kick attacks	↙,■	←,→,↙,■	60
Gasai	Counters your opponent's jumping punch attacks	←,■	→,←,■	75

OPPONENT DOWN ATTACKS

Move	Command	Total Damage
Naraku	↑,▲+●	18
Koga	↓,▲	10

TAUNTS

Move	Command	
Nin	←,→,←,■+▲+●	70
Rin	→,←,→,■+▲+●	70
Rei	↓,↓,■+▲+●	

MISCELLANEOUS MANEUVERS

Move	Purpose	Command
Tenchi	Get into the handstand position	↓,▲+●
Koten	Get out of handstand position	↓
Urakaze	Jumping forward roll	↗,▲
Korobi	Jump backward out of the handstand position and land on feet	←,←
Asuka	Jump backward into a wall to bounce up and off of it	→

TAG TEAM ATTACKS

Move	Teammate	Command	Total Damage
Kazaguruma	Kasumi	→,→,■+▲+●	70
Sky High Somersault Kick	Ayane	→,→,■+▲+●	70
Sky High Hammer Crush	Bass	→,→,■+▲+●	70
Choke Slam	Leon or Bayman	→,→,■+▲+●	70
Flying Hammer Kick	Ein	→,→,■+▲+●	70
Throw Up A Prayer	Gen Fu	→,→,■+▲+●	70
Sen Izuna	Teamed with anyone other than the above	→,→,■+▲+●, (pause)↓,↙,←,↖, ↑,■+▲,(pause) →, ↗,↑,↖,←,↙,↓,↘,→,■+▲	125



TIP

The Tensinban counter throws Hayabusa's opponent high in the air. You can use this opportunity to tack on additional damage before your opponent lands on the ground, especially the final steps of the Sen Izuna air throw combo!

RYU HAYABUSA
VERSUS CPU STRATEGIES

AYANE

Ayane can easily dispatch Hayabusa with her amazing arsenal of quick and powerful attacks. And because of her incredible countering ability, you may find yourself on the wrong end of one of your own attacks. To survive against Ayane, you must counter at least one of her attacks during a match; otherwise, her speed and variety of attacks will overwhelm you. If nothing is working in your favor, concentrate on blocking and counterattacking. Ayane is almost always trying something offensively. If you can catch her in the middle of a multi-hit combination attack, you can mount an offensive attack.

BASS

Bass has a difficult time dealing with Hayabusa's tremendous speed and quick-hitting attacks. However, you can't simply attack at random because his countering ability is exceptional. Make sure you don't commit yourself too heavily to any particular multi-hit combination attacks. Use hard-hitting quick attacks, especially Hayabusa's various kicking attacks that span the range of attack heights. Stay out of Bass's throw range and wait patiently to deliver a strong blow when he's out of position.

EIN

Ein is the sixth character you encounter in Story Mode. Ein and Hayabusa share extremely similar styles, but Ein is stronger while Hayabusa is faster. Each character can dominate the other for short periods of time. Keep Ein from getting too far out in front of you and don't allow him to catch up if you establish a lead. With a slight speed advantage, Hayabusa is in a better position to dictate how a fight unfolds. Keep your distance from Ein and look for any openings or weaknesses in his defenses, then use your speed to fly in and pummel him.

GEN FU

Hayabusa's ability to utilize abrupt attacks with increased range can leave Gen Fu stunned, making it difficult for him to mount his typical battle plan. Don't let Gen Fu bring the fight into close quarters, though. Getting away from Gen Fu can be quite difficult because his attack options in close quarters are so broad. You have to counter Gen Fu's attacks, which are usually concentrated in the middle or high ranges. If you can't turn or at least block Gen Fu's attacks, you may end up trapped and powerless to escape his Iron Fist.

HELENA

Helena's speed is superior even to Hayabusa's, so you'll be overwhelmed by her superior maneuverability and quick-hitting attacks if you're not prepared. Keep your distance from Helena and slowly whittle her down. Hayabusa's explosive attacks such as the Gao and Kushin can catch her off guard, especially if she's trying to advance on you. However, this is still slightly risky. Helena is fast enough to counter or avoid almost anything, so be willing to gamble a little. If Helena catches you out of position, reestablish a safe distance and continue to follow the same strategy. If you play patiently, you'll eventually be victorious.

JANN LEE

Jann Lee is the fourth character you encounter in Story Mode. His incredible speed and comparable power make this a difficult match, but Hayabusa's superior countering ability can provide the winning edge. Jann Lee is slightly predictable in his attacks. Use your most powerful counter, the Rekko, to put a comfortable distance between you. Otherwise, you're going to be stuck predicting what Jann Lee will do next, giving him ample opportunity to overwhelm you with his potent arsenal. As long as you don't get too far behind, you'll always have a chance to win this fight. Be ready to take a chance if Jann Lee is even remotely vulnerable to attack, but keep things simple and quick. If you throw too much at him, he'll eventually catch on.

KASUMI

Kasumi is the second character you encounter in Story Mode. She's quite adept at landing long strings of multi-hit combination attacks, so avoid getting caught up in the whirlwind. Kasumi is also very good when it comes to mixing up the levels of her attacks, so don't stay in one position too long because she'll quickly adjust and pummel you accordingly.

Forget about your speed and concentrate on landing some quick, powerful blows to establish control. Counters are a big part of this, so turn her advances against her, especially any attacks that can be countered with the Rekko, Sen Izuna, or Yoko. If you can land even one of them, you'll at least even the match and give yourself a shot at winning.

LEI FANG

Lei Fang's style is to turn your most powerful attacks against you, and this even applies to Hayabusa, who has many quick attacks. Lei Fang is fast enough to attack you at unexpected angles and create general

havoc with your offense. You've got to land a few carefully planned attacks without getting countered. Most of Lei Fang's most powerful attacks hit at the middle or high range, so try to nail her after you've finished blocking a barrage. Also, watch out for Lei Fang's potent throws. If you get too concerned with blocking, you'll end up standing still and being the perfect target for the sneakiest part of Lei Fang's style.

LEON

Leon's power is far greater than Hayabusa's, and with reasonable mobility, he can really put the screws to you if you get caught out of position. Once Leon gets his hands on you, it's very difficult to stay away and wage war on your own terms. Use your superior mobility to stay out of Leon's clutches and launch attacks to counter his advances. Low attacks are probably the safest to try because they're fast, but no attack is 100 percent safe against Leon's superior grappling ability. Keep mixing up the range of your attacks, and be ready to unleash your strongest and quickest ones when Leon misses a throw or multi-hit combination attack.

TENGU

This is the fight you've been preparing for your entire life. The biggest challenge is to stay away from Tengu's powerful throws. If he can catch you one or two times, or counter more than one of your attacks, your chances of winning drop dramatically. Stay a moderate distance from Tengu and let him bring the fight to you. You can establish an advantage by using Hayabusa's thrusting power moves (such as the Gao) to interrupt Tengu during his advances. Also, if Tengu jumps at you, be ready to use the Tenrin to knock him down before he even gets close enough to hit you. Keep your approach simple, act quickly, and you can rid the world of evil once and for all.

TINA ARMSTRONG

Tina loves to throw, but doing it against Hayabusa is more difficult because of his superior speed. However, Tina uses her other moves to soften up your defenses, so be prepared to handle her offensive barrages. Keep your distance and counter her relatively slow conventional attacks, especially her low kicks. Despite the advantages you have over Tina, she can still track you down, so be prepared to go face to face with her. Use quick attacks that interrupt her throw attempts and knock her off balance, then reestablish the comfort zone between you as she recovers. If you take your time and play a smart game, you should be able to keep the queen of the ring on the mat for good.

ZACK

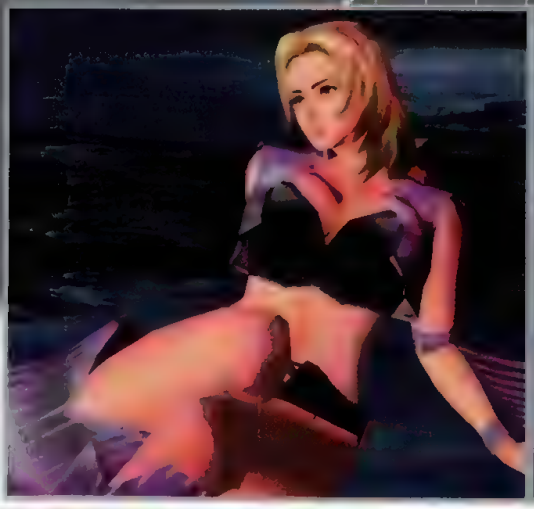
Zack can really give Hayabusa headaches. Even though Zack and Hayabusa are almost evenly matched in terms of strength and speed, Hayabusa doesn't have the quick-hitting and unconventional moves that are Zack's trademark. You have to turn Zack's speed against him, and countering his long strings of quick kicks is probably the easiest thing to concentrate on. If you can land just one Rekko counter against one of his middle kicks, you'll turn the fight in your favor. However, you can't count on Zack to give you these opportunities, so mount an offense on your own. Try to mix Zack up with your handstand stance, but don't overuse it. If you leave yourself unprotected for too long, Zack will swoop in and make you wish you hadn't been so careless.

RYU HAYABUSA'S ENDING

Having eliminated Tengu's presence on Earth, Hayabusa no longer has a need to stay in this realm. Whisked away by the wind to an unknown realm, Hayabusa will forever remain the world's anonymous savior.



TINA ARMSTRONG



DETAILS

Home: U.S.A.
Fighting Style: Pro Wrestling
Age: 22
Height: 5'9"
Weight: 115 lbs.
Measurements: Bust 37", Waist 24", Hips 35"
Occupation: Pro Wrestler
Costumes: 6

Story: Having Bass for a dad is just one frustration after the next. Tina wants to take her superstar status in the wrestling world and bump it up to super-modeling and movie acting. Is that too much to ask? Tina doesn't think so, and winning the Dead or Alive World Combat Championship will surely push her popularity and fame up to the next level.

MOVES

DEADLY MOVES

Target Area: Middle; Damage: 25

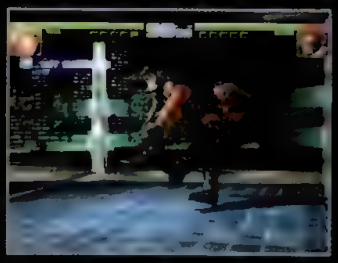


DOUBLE • HAMMER

⇦, ▲

Total Damage:25

Target Area: Middle; Damage: 50



TINA • SPECIAL

⇨, ⇨, ▲+●

Total Damage:50

Target Area: Middle; Damage: 30



ROLLING • ELBOW

⇩, ⇘, ⇨, ▲

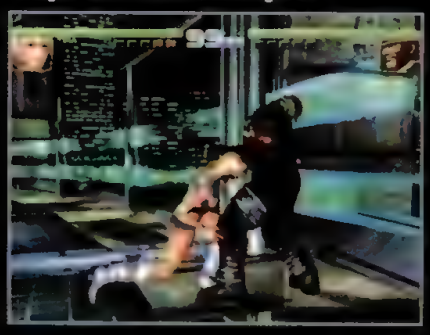
Total Damage:30

VERTICAL HAMMER

↘, ▲, ▲

Total Damage:50

Target Area: Middle; Damage: 25



Target Area: Middle; Damage: 25



Target Area: High; Damage: 45



BACK • BRAIN • KICK

↖, ●

Total Damage:45

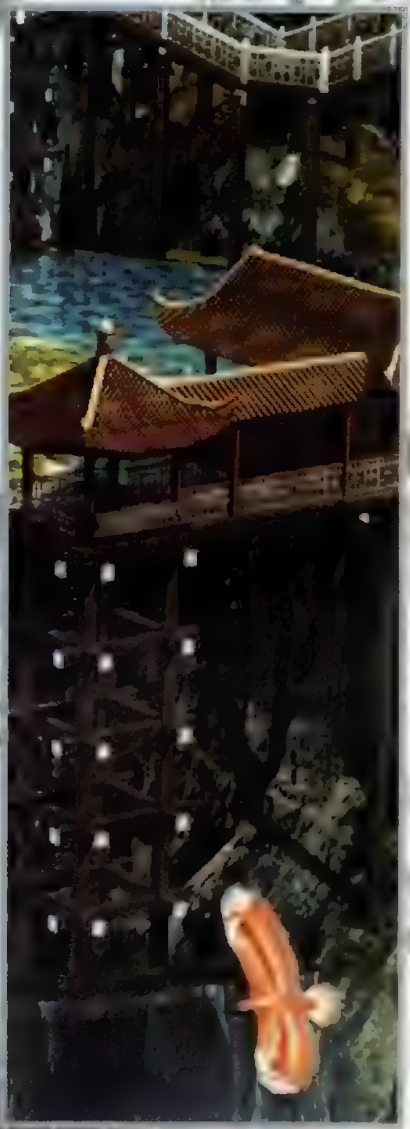
Target Area: Middle; Damage: 40



DROP • KICK

↑, ●

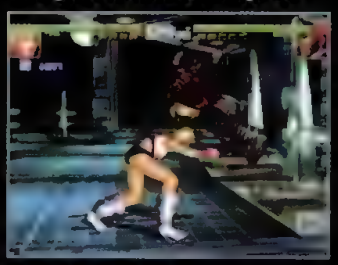
Total Damage:40



Target Area: Middle; Damage: 30



Target Area: Middle; Damage: 25

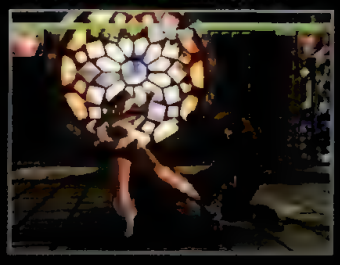


KNEE • HAMMER

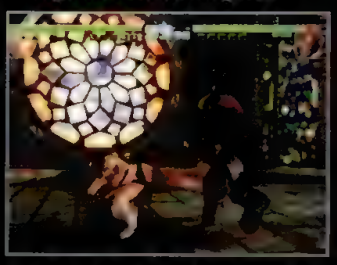
⇨, ●, ▲

Total Damage:55

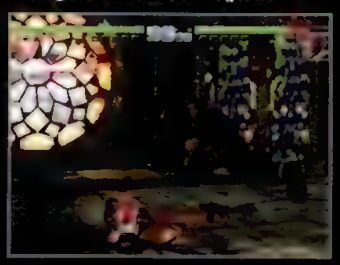
Target Area: Low; Damage: 15



Target Area: Low; Damage: 25



Target Area: Low; Damage: 28



DOUBLE • ALI • KICK

↓, ●, ●, ●

Total Damage:68

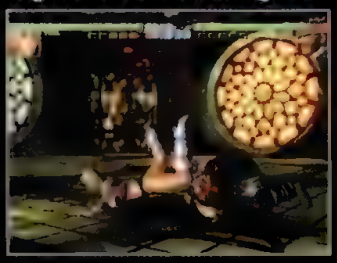
MOVES
DEADLY MOVES

Target Area: Middle; Damage: 40



SHOULDER • TACKLE
⇦, ⇨, ▲
Total Damage:40

Target Area: Middle; Damage: 35



MOONSAULT • PRESS
⇦, ▲+●
Total Damage:35

Target Area: Hits only jumping opponents; Damage: 25



The Guts Pose is the only taunt in the game that can damage the opponent. However, landing it is incredibly difficult because the opponent must be in the air to get hit. If you do land it, it's worth infinite style points!

GUTS POSE
⇩, ⇩, ■+▲+●
Total Damage:25

Target Area: Middle; Damage: 35



ELBOW • SUICIDE
⇨, ▲+●
Total Damage:35

Target Area: Middle; Damage: 30



FRONT • ROLL • KICK
⇨, ■+●
Total Damage:30

Target Area: High; Damage: 50



Target Area: – ; Damage: 20



BURST • CYCLONE
With opponent's back against the wall ⇨, ■+▲
Total Damage:70

Target Area: – ; Damage: 0



Target Area: Middle; Damage: 30



FRONT • ROLL • ELBOW
⇩, ▲+●, (pause) ▲
Total Damage:30

This modification of Tina's Front Roll maneuver allows her to spring a new surprise on her opponent – her fist in his or her stomach. Ouch!

BASIC ATTACKS

Move	Command	Target Area	Damage
High Punch	▲	High	10
Middle Punch	↘, ▲	Middle	20
Low Punch	↓, ▲	Low	5
High Kick	●	High	27
Middle Kick	↘, ●	Middle	24
Low Kick	↓, ●	Low	10

JUMPING ATTACKS

Move	Command	Target Area	Damage
Jumping Forward Punch	While jumping toward opponent ▲	Middle	15
Jumping Forward Kick	While jumping toward opponent ●	Middle	35
Forward Landing Punch	Immediately after landing from forward jump ▲	Middle	25
Forward Landing Kick	Immediately after landing from forward jump ●	Middle	30
Vertical Jumping Punch	While jumping straight up ▲	Middle	15
Vertical Jumping Kick	While jumping straight up ●	Middle	30
Vertical Landing Punch	Immediately after landing from vertical jump ▲	Middle	25
Vertical Landing Kick	Immediately after landing from vertical jump ●	Middle	30
Backward Landing Punch	Immediately after landing from backward jump ▲	Middle	25
Backward Landing Kick	Immediately after landing from backward jump ●	Low	25

RISING ATTACKS

Move	Command	Target Area	Damage
Rising High Kick	Lying on the ground ●	Middle	20
Rising Low Kick	Lying on the ground ↓, ●	Low	20

SPECIAL ATTACKS

Move	Command	Total Damage	Target Areas and Damage per Strike
Jab High Kick	▲,●	43	H13,H30
Machinegun Middle	▲,▲,●	65	H13,H13,M25
Machinegun Elbow Knee	▲,▲,▲,●	78	H13,H13,H22,M30
Knuckle Arrow	⇖,▲	25	M25
Blazing Chop	⇖,▲	28	M28
Back Elbow Knee	⇗,▲,●	52	H22, M30
Double Hammer	⇦,▲	25	M25
Low Spin Knuckle	⇙,▲	18	L18
Infinity Knuckle	⇨,▲,▲,▲	68	M18,M20,M30
Ultimate Combo	⇨,▲,▲,●	63	M18,M20,M25
Spin Knuckle Combo	⇨,▲,▲,⇩,▲	56	M18,M20,L18
Low Drop Combo	⇨,▲,▲,⇩,●	60	M18,M20,L22
Combo Drop Kick	⇨,⇨,▲,▲,●	76	M25,M20,M31
Tina Special	⇨,⇨,▲+●	50	M50
Vertical Hammer	⇘,▲,▲	50	M25,M25
Dolphin Upper	⇘,⇘,▲	25	M25
Rolling Elbow	⇩,⇘,⇨,▲	30	M30
Ankle Spin Kick	●,●	60	H30,H30
Double Middle Kick	⇘,●,●	50	M25,M25
Step Kick	⇗,●	26	H26
Back Brain Kick	⇖,●	45	H45
Drop Kick	⇧,●	40	M40
Front Step Kick	⇨,⇨,●	38	M38
Knee Hammer	⇨,●,▲	55	M30,M25
Double Ali Kick	⇩,●,●,●	68	L15,L25,L28
Crash Knee	⇘,⇘,●	28	M28
Dancing Doll Kick	■+●	32	H32
Shoulder Tackle	⇦,⇨,▲	40	M40
Short Range Lariat	▲+●	34	H34
Elbow Suicide	⇨,▲+●	35	M35
Rolling Sobat	⇦,●	24	M24
Front Roll Kick	⇨,■+●	30	M30
Low Drop Kick	⇩,■+●	25	L25
Moonsault Press	⇦,▲+●	35	M35
Front Roll Elbow	⇩,▲+●,(pause)▲	30	M30

BACK-FACING ATTACKS

Move	Command	Total Damage	Target Areas and Damage per Target
Turn Spin Knuckle	▲	13	H13
Turn Middle Knuckle	↓,▲	15	M15
Turn Low Knuckle	↓,▲	10	L10
Turn Spin Kick	●	30	H30
Turn Side Kick	↓,●	28	M28
Turn Low Kick	↓,●	15	L15
Turn Sobat	■+●	38	H38
Moonsault Attack	▲+●	35	M35

THROWS

Move	Command	Total Damage
Death Valley Bomb	■+▲	45
Texas Driver	→,■+▲,(pause)↓,■+▲	93
Burst Cyclone	With opponent's back against the wall →,■+▲	70
Frankensteiner	←,■+▲	48
Hammer Through J.O.S.	→,→,■+▲,(pause)■+▲	58
Burst J.O.S.	With your back against the wall →,→,■+▲	70
Giant Swing	←,→,■+▲,(pause)←,↙,↓,↘,→,■+▲	80
Sky Twister Press	→,←,■+▲,(pause)↓,■+▲,(pause)↓,↑,■+▲	105
J.O.S.	↓,↙,←,■+▲,(pause)←,→,■+▲,(pause)↓,↑,■+▲	105
Fisherman's Buster	←,↙,↓,↘,→,■+▲	68
J.O. Cyclone	↓,→,←,■+▲	80
Double Break	With opponent's back to you ■+▲,(pause)↓,■+▲	70
Throw Away German Suplex	With opponent's back to you →,■+▲	60
Burst Suplex	With your back against the wall →,■+▲	70
Dragon Suplex	With opponent's back to you →,←,■+▲,(pause) →,←,■+▲	70
Trans Four Leg Lock	With opponent crouching ↓,■+▲,(pause)↓,↓,■+▲	63
Tiger Driver	With opponent crouching ↙,■+▲	55
Tiger Driver 2	With opponent crouching ↙,■+▲,(pause)↓,■+▲	65
Japanese Ocean Bomb	With opponent crouching ↘,↘,■+▲	70
Neck Crasher	With crouching opponent's back to you ↓,■+▲	70

HOLDS

Move	Purpose	Reversal Window Command	Attack Mode Command	Total Damage
Locking Hammer	Counters your opponent's high attacks	↖,■	←,→,↖,■	62
Arm Whip	Counters your opponent's middle punch attacks	←,■	→,←,■	62
Four Leg Lock	Counters your opponent's middle kick attacks	←,■,(pause)↓,↓,■	←,→,■,(pause) ↓,↓,■	80
Leg Split	Counters your opponent's low attacks	↙,■	←,→,↙,■	62
Air Whip	Counters your opponent's jumping punch attacks	←,■	→,←,■	77

OPPONENT DOWN ATTACKS

Move	Command	Total Damage
Hip Drop	⇧,▲+●	22
Elbow Drop	⇩,✤	12

TAUNTS

Move	Command
Come Oooooon!	⇦,⇨,⇦,■+▲+●
Guts Pose	⇩,⇩,■+▲+●

MISCELLANEOUS MANEUVERS

Move	Purpose	Command
Front Roll	Roll forward quickly	⇩,▲+●

TAG TEAM ATTACKS

Move	Teammate	Command	Total Damage
Flying Cyclone	Zack	D,D,P+I+O	70
High-Low	Leon or Bayman	D,D,P+I+O	70
High Rise Drop	Kasumi	D,D,P+I+O	70
Dizzying Whirlwind	Hayabusa	D,D,P+I+O	70
Double Arm Strong Buster	Bass	D,D,P+I+O	70
Dual Bomber	Bass	X,C,D,P+I+O	80
Arm Whip	Teamed with anyone other than the above	D,D,P+I+O	62

TINA
VERSUS CPU STRATEGIES

AYANE

Although Ayane has the edge when it comes to speed and maneuverability, Tina can destroy her with superior strength and an intelligent fighting strategy. Ayane fights with a hit-and-run style. Because Ayane is so fast, even a well-planned attack will be useless if you give her more than a split second to react. Keep yourself from being badly damaged by putting your attacks on hold and concentrating on playing a stifling defense. After you've weathered the storm (possibly even countering an attack during the fray), you'll be in the best position to land a throw and pummel Ayane mercilessly.

BASS

Bass is the sixth character you encounter in Story Mode, and the rivalry between father and daughter has reached a fever pitch. Not unexpectedly, this fight is a guessing game because Tina and Bass are so evenly matched. However, Tina has great speed, and this can make the difference in a close match. Bass's tactics don't change much, so expect to see a lot of throw attempts. In response, either counter with a throw of your own or knock Bass out of it before he can grab you. Otherwise, you're going to have a difficult time gaining enough of an advantage to keep the fight under your control.

EIN

Ein can't match the fierceness of Tina's damaging throws, but concentrates the strength he does have into brutal bursts. And, while he isn't as hit-and-run – oriented as Ayane, he isn't as vulnerable to being attacked after you've blocked his onslaughts. Because Ein doesn't dance around much, you're more likely to land some of your best throws against him. However, pick your opportunities carefully – if your timing is off, Ein will easily interrupt a throw and pummel you.

Don't underestimate the power of countering Ein in the middle of his attack combinations. Most of Ein's attacks target the middle or high ranges, so if he does catch you off guard, your only hope for survival is a critical counter.

GEN FU

Gen Fu can give Tina a real run for her money. Gen Fu has enough strength and speed to force you to outfight him. Gen Fu's greatest strengths against Tina are his quick-hitting attacks and his ability to counter well. If your attack doesn't shoot out immediately, Gen Fu may interrupt it with his own attack. And Gen Fu tends to parlay these opportunities into huge advantages. Your opportunities to successfully attack Gen Fu are certainly limited. Luckily, though, Gen Fu isn't nearly as resistant to the strength of your throws. Keep Gen Fu on the mat, and the fight will quickly turn in your favor.

HELENA

Helena's speed alone is enough to give even the most talented Tina player fits. However, in addition to her speed, Helena can knock Tina into the air fairly easily, and you must stop that from happening. Although you can't avoid Helena's best attacks, you can take advantage of some of her weaknesses. For example, while Helena is in her low stance, she's extremely vulnerable to your wide variety of low throws. Of course, Helena can quickly launch attacks from her low stance. However, if you're fast enough, you can catch her. Helena's propensity to attack from the low stance gives you many opportunities for counters. Jump on these opportunities, and you will eventually overcome her.

JANN LEE

Jann Lee's flashy style may strike fear into a lot of other fighters, but Tina's training in professional wrestling has exposed her to all known forms of intimidation. However, true power lies behind the intimidation. Jann Lee's speed is hard to overcome, especially for Tina. But because Jann Lee attacks with reckless abandon, your opportunities for counters are greatly increased. Key in on these opportunities, or Jann Lee will eventually overwhelm you. Maintain your cool, wait for the right opportunity, and clamp down on Jann Lee when you've got him where you want him.

KASUMI

Kasumi is the queen of quick-hitting combination attacks, and unless you're the master of countering, Tina's going to be in for the challenge of a lifetime. Without the speed to match hers, you're in for a tough fight. Counter a few of her combination attacks, or at least land some kind of counterattack if you manage to block every part of an entire barrage. Lock her down with an unexpected throw now and then, but don't count on it working every time. Look for weaknesses and pounce on them without putting yourself out on a limb.

LEI FANG

Lei Fang is the second character you encounter in Story Mode. She may seem like a pushover, but she makes Tina fight until the bitter end. Lei Fang doesn't have incredible speed or power, but she is extremely nimble and intelligent, using her strengths to work against Tina's weaknesses. Avoid throwing out moves in the hopes that Lei Fang will just run into them. She'll quickly make you pay for any unwise moves. You can tell when Lei Fang is about to attack because she has to get close to Tina to get into attack range. Seize these crucial opportunities and drop her with a good multi-hit combination attack or throw.

LEON

Facing Leon is an interesting battle, because he actually has greater grappling ability than Tina. However, Tina can overwhelm him with a greater variety of conventional attacks. Leon's battles focus on going for the best throw he can muster, but he can beat you with conventional attacks, too. Always be prepared to defend yourself from a throw, even in the midst of fending off regular punches and kicks. Leon is very tricky, and is so adept at grappling that most of your best throw attempts will be countered. Be aggressive and go for a mix of combination attacks and throws. If you just wait for him to leave you an opening, you'll end up being grappled to death.

RYU HAYABUSA

Hayabusa's speed is far greater than Tina's, allowing him to run circles around her and pick her apart. His quickness permits him to interrupt Tina in the middle of nearly any attack combination. Also, Hayabusa just loves to knock you off your feet, adding additional punishment with extra hits on your pain-ridden trip to the ground. Use your strength intel-

ligently, avoiding face-to-face flurries in favor of well-timed and -planned throws and counters. If you can get your hands on Hayabusa more often than he can nail you, you're bound to win the fight.

TENGU

Tina is easily Tengu's equal in battle. With comparable strength, speed, and maneuverability, Tina can keep up with Tengu in nearly every phase of a fight. Even against Tengu's Whirlwind Attack, Tina can respond with her Tina Special.

Stay in the fight by countering Tengu's most predictable combination attacks and avoiding his respectable throws. When you're in close and he clams up defensively, go for your big damage throws. Avoid most of Tina's throw combinations, though, because Tengu is quick enough to duck out of them and counter with a throw or other attack of his own. Keep this fight on your terms, and you will overcome Tengu.

ZACK

Zack is the fourth character you encounter in Story Mode. Zack's overwhelming variety of attacks is his biggest strength, yet it can quickly become his greatest weakness against Tina. Zack isn't a pushover, but his propensity to attack with lots of quick kicking attacks gives you many opportunities to counter – a clear advantage given Tina's punishing counter ability. Be equally wary of having your own attacks thrown back in your face. Keep your offense fairly conservative, and stay cool until you can find a clear opening. When your chance comes, seize the moment and show Zack that asking you to go down the line was a bad idea!

TINA'S ENDING

After defeating Tengu, Tina realizes she can do anything she wants to do. So, it's off to the runway! Of course, Bass can't stand the fact that Tina has chosen modeling over wrestling. Looks like it's time to buy a new television set....

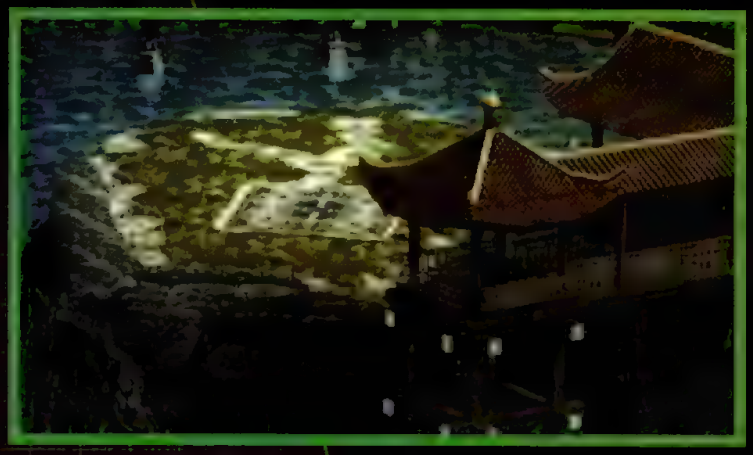




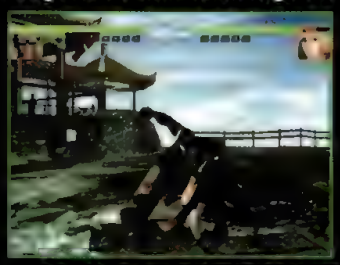
DETAILS

Home: U.S.A.
Fighting Style: Muy Thai Style Kick Boxing
Age: 25
Height: 5'11"
Weight: 172 lbs.
Measurements: Bust 42", Waist 33", Hips 37"
Occupation: DJ
Costumes: 5
Story: Zack is a self-taught master of Thai Boxing. Because of his strength, agility, funky attitude, and insatiable thirst for notoriety, Zack is quickly gaining a fan base. All he needs to vault himself into the realm of super-popularity is to win the Dead or Alive World Combat Championship.

MOVES
DEADLY MOVES



Target Area: Middle; Damage: 25



HELL • NEEDLE
↑, ▲

Total Damage:25

Target Area: High; Damage: 28



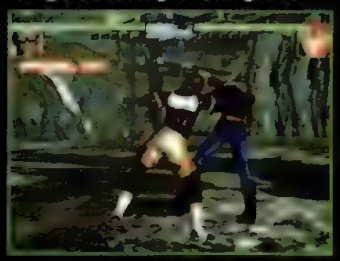
Target Area: High; Damage: 28



HALF • SPIN SORK • RAB
←, ●, ▲

Total Damage:56

Target Area: High; Damage: 28



Target Area: Middle; Damage: 25



SPINNING • HEEL • KICK
↓, ↘, →, ▲, ●

Total Damage:53

MOVES
DEADLY MOVES

Target Area: Middle; Damage: 25



Target Area: Middle; Damage: 25



GATLING • KNEE
⇨, ●, ●

Total Damage:50

Target Area: Middle; Damage: 20



Target Area: Middle; Damage: 20

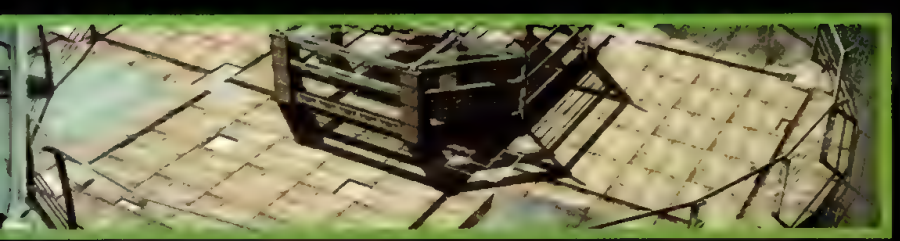


Target Area: Middle; Damage: 30



HEAVEN • SMASH
↘, ▲, ▲, ▲

Total Damage:70



Target Area: Middle; Damage: 28



Target Area: Middle; Damage: 43



TUMBLING • HEEL
⇦, ⇦, ●, ●

Total Damage:71

Both hits are not guaranteed to land each time you use it. If the first kick connects, it usually pushes the opponent far enough away that the second kick misses. On the flip side, if the first kick misses but your opponent rushes in, the second kick is likely to flatten him or her. So, while getting the full 71 points of damage is rare, it can happen. Just don't expect it to happen each time.

Target Area: Low; Damage: 20



ZACK • TORNADO
⇩, ■+●

Total Damage:20

Target Area: Middle; Damage: 40



TWISTER • UPPER

↘, ▲+●

Total Damage:40

Target Area: Middle; Damage: 25



Target Area: High; Damage: 25



FLYING • KNEE • KICK

→, ▲+●

Total Damage:50

Target Area: Middle; Damage: 25



VERTICAL • AXE

▲+●

Total Damage:25

Target Area: Middle; Damage: 28



Target Area: Middle; Damage: 30



OVERHEAD • KICK

↘, ↘, ●, ●

Total Damage:58

Target Area: High; Damage: 12



Target Area: – ; Damage: 12



Target Area: – ; Damage: 38



HARD • RUSH

↘, ↘, ■+▲

Total Damage:62

Target Area: High; Damage: 30



Target Area: – ; Damage: 40



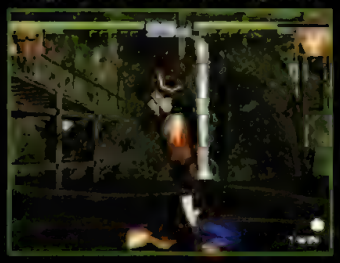
FLY • BOARDING

With opponent's back next to a wall

↓, ↘, →, ■+▲

Total Damage:70

Target Area: Middle; Damage: 20



Target Area: – ; Damage: 0



STEPPING • WAVE

With opponent lying on ground

↑, ▲+●, (pause), ←, →, ▲+●

Total Damage:20

The second part of this down attack doesn't do any damage, but it sure looks funny to see Zack surfing on your opponent! You have to perform the second command while Zack is in the air in order to make him do the wave.

BASIC ATTACKS

Move	Command	Target Area	Damage
High Punch	▲	High	10
Middle Punch	↘, ▲	Middle	20
Low Punch	↓, ▲	Low	5
High Kick	●	High	28
Middle Kick	↘, ●	Middle	20
Low Kick	↓, ●	Low	12

JUMPING ATTACKS

Move	Command	Target Area	Damage
Jumping Forward Punch	While jumping toward opponent ▲	Middle	15
Jumping Forward Kick	While jumping toward opponent ●	Middle	30
Forward Landing Punch	Immediately after landing from forward jump ▲	Middle	30
Forward Landing Kick	Immediately after landing from forward jump ●	Middle	30
Vertical Jumping Punch	While jumping straight up ▲	Middle	15
Vertical Jumping Kick	While jumping straight up ●	Middle	30
Vertical Landing Punch	Immediately after landing from vertical jump ▲	Middle	30
Vertical Landing Kick	Immediately after landing from vertical jump ●	Middle	30
Backward Landing Punch	Immediately after landing from backward jump ▲	High	28
Backward Landing Kick	Immediately after landing from backward jump ●	Middle	35

RISING ATTACKS

Move	Command	Target Area	Damage
Rising High Kick	Lying on the ground ●	Middle	20
Rising Low Kick	Lying on the ground ↓,●	Low	20
Spring Heel	Lying face down with feet toward opponent ■+●,(pause) ●	Middle	43

SPECIAL ATTACKS

Move	Command	Total Damage	Target Areas and Damage per Strike
Hell Needle	↑,▲	25	M25
Tee Sork Bon	↖,▲	28	M28
Rising Heel Kick	↑,●	30	H30
Double Impact	↓,↘,→,▲,▲	46	M18,M28
Spinning Heel Kick	↓,↘,→,▲,●	53	H28,M25
Double Sork	→,▲,▲	46	M18,M28
Inferno Rush	→,▲,●,●,●,●	63	M18,M10,M10,M10,M15
Tee Sork Laan	→,→,▲	25	M25
Half Spin Sork Rab	←,●,▲	56	H28,H28
Half Spin Heel Kick	←,●,●	53	H28,M25
Gatling Knee	→,●,●	50	M25,M25
Heat Sunrise	↖,●	42	M42
Tumbling Heel	←,←,●,●	71	M28,M43
Sway Blow	↖,▲	12	H12
Boost Rush	▲,●,●,●,●	129	H13,H28,M26,H30,M32
Mebius Rush	▲,▲,▲,●	77	H13,H11,H28,M25
Mad Beast	▲,▲,●,●,●,●	69	H13,H11,M10,M10,M10,M15
Mad Hound	▲,▲,↓,●,●,●,●	69	H13,H11,L10,L10,L10,L15
Vulcan Knee Kick	▲,▲,→,●	59	H13,H11,M35
Genocide Rush	▲,▲,→,▲,●	64	H13,H11,M15,M25
Devil's Rush	▲,▲,→,▲,▲	59	H13,H11,M15,M20
Fake Spinning Middle	▲,▲,→,●	49	H13,H11,M25
Heaven Smash	↘,▲,▲,▲	70	M20,M20,M30
Slam Knuckle	←,▲	26	H26
Mephist Rush	●,●,●,●	116	H28,M26,H30,M32
Demon Rush	↘,●,●,●,●,●	75	M20,M10,M10,M10,M10,M15
Belial Rush	↓,●,●,●,●,●	57	L12,L10,L10,L10,L15
Tricky Beast	↓,●,▲,●,●,●,●	68	L12,H11,M10,M10,M10,M15
Tricky Hound	↓,●,▲,↓,●,●,●,●	68	L12,H11,L10,L10,L10,L15
Mebius Rusher	↓,●,▲,▲,●	76	L12,H11,H28,M25
Vulcan Knee Rush	↓,●,▲,→,●	58	L12,H11,M35
Vulcan Ease	↓,●,▲,→,▲,●	63	L12,H11,M15,M25
Devil Rusher	↓,●,▲,→,▲,▲	58	L12,H11,M15,M20

SPECIAL ATTACKS (CONTINUED)

Move	Command	Total Damage	Target Areas and Damage per Strike
Fake Spinning Middle Rush	↓,●,▲,←,(pause)●	48	L12,H11,M25
Zack Tornado	↓,■+●	20	L20
Spinning Middle Kick	■+●	32	M32
Twister Upper	↘,▲+●	40	M40
Cow Roy	→,→,●	35	M35
Flying Knee Kick	→,▲+●	50	M25,H25
Devil's Elbow	↘,↘,▲,→,▲	55	M20,H35
Vertical Axe	▲+●	25	M25
Air Walk	→,→,▲+●	55	M55
Overhead Kick	↘,↘,●,●	58	M28,M30
Turn Bazooka	←,→,▲	45	M45

BACK-FACING ATTACKS

Move	Command	Total Damage	Target Areas and Damage per Strike
Spin Knuckle	▲	13	H13
Spin Elbow	↓,▲	20	M20
Spin Low Fist	↓,▲	10	L10
Spin High Kick	●	30	H30
Spin Middle Kick	↓,●	28	M28
Spin Sweep	↓,●	30	L30
Turn Sork Rab	←,▲	28	H28
Turn Spinning Heel Kick	←,●	25	M25

THROWS

Move	Command	Total Damage
Wild Throw	■+▲	40
Stunner	←,■+▲	45
Gokko Tee Cow	→,←,■+▲	50
Nightmare Stand	With your opponent between you and the wall →,←,■+▲	60
Hard Rush	↘,↘,■+▲	62
Splash Dunk	↓,↘,→,■+▲	65
Fly Boarding	With your opponent between you and the wall ↓,↘,→,■+▲	70
Neck Hunting	With your opponent's back to you ■+▲	55
Violence Beat	With your opponent's back to you ←,■+▲	61
Beast Fang	With opponent crouching ↓,■+▲	57
Heart Breaker	With opponent crouching ↙,■+▲	60
Reverse Beast Fang	With crouching opponent's back to you ↓,■+▲	63

HOLDS

Move	Purpose	PlayStation®2 Move Command	Arcade Move Command	Total Damage
Octopus Blow/Slash Elbow	Counters your opponent's high attacks	↖,■	⇦,⇨,↖,■	58
Cross Bazooka	Counters your opponent's middle punch attacks	⇦,■	⇨,⇦,■	58
Heel Edge	Counters your opponent's middle kick attacks	⇦,■	⇦,⇨,■	58
Funky Elbow/Dust Stamp	Counters your opponent's low attacks	↙,■	⇦,⇨,↙,■	58
Air Dunk	Counters your opponent's jumping punch attacks	⇦,■	⇨,⇦,■	72

OPPONENT DOWN ATTACKS

Move	Command	Total Damage
Stepping Wave	⇧,▲+●,(pause) ⇦,⇨,▲+●	20
Wild Heel	⇩,●	10

TAUNTS

Move	Command
Wave	⇦,⇨,⇦,■+▲+●
Why's That !?	⇩,⇩,■+▲+●

MISCELLANEOUS MANEUVERS

Move	Purpose	Command
Fake Roll	Quickly spins Zack in a full circle, ending in what looks like an elbow attack	⇩,⇘,⇨,■

TAG TEAM ATTACKS

Move	Teammate	Command	Total Damage
Mad Shaking	Leon or Bayman	⇨,⇨,■+▲+●	70
Flying Cannonball	Bass	⇨,⇨,■+▲+●	70
Target Practice	Tina	⇨,⇨,■+▲+●	70
Funky Elbow	Teamed with anyone other than the above	⇨,⇨,■+▲+●	58

ZACK
VERSUS CPU STRATEGIES

AYANE

Ayane's multi-hit combination ability is slightly greater than Zack's, and she also moves much faster. However, Zack's strength is greater than Ayane's, so you can dish out more punishment, even if it comes from less direct hits. Unfortunately, Ayane has above-average countering ability, and she can turn a lot of Zack's quick-hitting kicks against him. Use more abrupt attacks such as the Hell Needle to throw her off balance, then follow up with some other short attacks that aren't likely to be countered. If Ayane is controlling the fight, just sit back and weather the storm. Ayane's speed can simply overwhelm her opponent, so don't get frustrated. Take your time, and attack when your window of opportunity is open.

BASS

Bass is the sixth character you encounter in Story Mode. Zack may be a lean, mean fighting machine, but Bass still has the advantage when it comes to size and strength. However, Zack's awesome speed gives him a good shot at taking the big guy down. Bass relies on huge attacks, so stay out of his paws and take off chunks of damage from a distance. Of course, you have to get close to land your blows, but do it cautiously. Bass is extremely adept at reaching out and grabbing you when you least expect it, so be ready to get out of the way by ducking, retreating, or intercepting his advances. You can't avoid every attack Bass throws your way, but as long as you can keep the upper hand in terms of blows landed, you should be able to chalk up a victory.

EIN

What Ein lacks in speed he easily makes up in increased strength. Defeat Ein by dictating where the fight is taking place, using your speed and maneuverability to avoid some of his attacks and get him where you want him – like with his back against the wall where you can use several wall-bashing attacks to earn some extra damage and even out the disparity in strength. If you find your back against the wall, use the Overhead Kick to knock Ein back over your head, trapping him unexpectedly.

GEN FU

Gen Fu may not be able to match your youthful enthusiasm, but if you can't formulate the proper fight plan, no amount of speed and strength will overcome him. Gen Fu does a lot with just a few attacks, so don't leave yourself open or the fight will end quickly. Even in close quarters, it's better to let Gen Fu throw you than it is to be pummeled by his well-coordinated and powerful attacks. Gen Fu is hard to fool, but you should be able to counter his attacks. Most of Gen Fu's attacks hit in the high or middle range, so look for some easy counters, especially if you're in the middle of being pummeled by a multi-hit combination attack. Keep the fight even until the end, and you should be able to escape with a narrow victory. Get behind, though, and your fate is almost certainly sealed.

HELENA

Zack can be overwhelmed by Helena's quick attacks and superior countering ability. Dance in and out of her range, drop her with quick-hitting attacks, and carefully protect any advantage you establish. Helena's attacks are difficult to counter and she loves to juggle you with multi-hit combination attacks, so avoid fighting in close quarters. By keeping your distance from Helena, you force her to advance into attack range. Once she's there, take her out with moves such as the Flying Knee Kick and Air Walk. After a while, she may anticipate your preventative attacks, so getting countered can still be a problem. Temper your attacks, and keep her out of your face.

JANN LEE

Jann Lee is quick enough to match up against anyone in the Dead or Alive tournament, and you're no exception. Fortunately, though, Jann Lee's attacks tend to be somewhat focused on your midsection, so look for easy counter opportunities (such as the final two hits of his frequently used Dragon Cannon). Also, attacks such as your Twister Upper can interrupt some of Jann Lee's best attacks, such as the unblockable Dragon Kick. Timing these opportunities properly is difficult, but they can bend a fight in your favor. While this fight favors Jann Lee on paper, the intangibles Zack brings to the table can change the dynamics of a fight and give you a shot at victory.

KASUMI

Kasumi's speed is far greater than Zack's, and letting her take advantage of that spells certain doom. Stay on the move or you'll be a target for Kasumi's ultra-quick barrages. If you can't get away, do your best to block and hope for an easy counterattack opportunity at the end. This fight is about patience – being impatient will put you out of position and allow Kasumi to have her way with you. If you want to intensify your offense, limit yourself to quick-hitting attacks that connect at varying attack ranges. Otherwise, you'll be open to easy counters.

LEI FANG

Lei Fang doesn't have any obvious advantage over Zack, yet she can defeat him easily if you let your guard down. Lei Fang's style is geared toward counters and powerful, quick-hitting blows, so it's easy to find yourself behind in a fight. Because of her ability to dodge nearly any attack, be patient and wait for the proper opening. On the other hand, if you sit around too long she's likely to pick apart your defenses. Going all out will work against you, so dance in and out of her range and wait for Lei Fang to leave you an opening. Take advantage of the opportunities you get.



LEON

Leon is the fourth character you encounter in Story Mode. Zack's history with Leon is unclear, but what's certain is that Leon has the ability to put anyone down. However, Zack isn't doomed. On the contrary – most of Zack's attacks defy Leon's ability to throw you. However, Leon can easily counter most of Zack's multi-hit combination attacks, so keep it short and sweet and counter Leon's attacks if possible. Most of his multi-hit combination attacks change attack ranges with each move, so countering those attacks is not an easy task. Concentrate on staying out of his attack range and then pummeling him when he misses a throw or other attack.

RYU HAYABUSA

Hayabusa is quick and he uses this to his advantage against Zack. Hayabusa will beat you to the punch (or kick), so even when you think you have him, he can still escape you and burn you at the same time. Hayabusa can throw, counter, and attack equally well. Fortunately, he doesn't truly excel in any particular area. While you can't overcome him in terms of speed, your multi-hit combination attack ability is better and you're stronger, so you don't have to land as many hits as he does to win. Take advantage of your edge, or Hayabusa will destroy you.

TENGU

Strangely enough, Tengu has no real advantage over Zack in battle. His strength is certainly greater than Zack's, but Zack's speed and maneuverability allow him to easily dodge Tengu's advances. Furthermore, Zack's attacks are extremely untraditional, preventing Tengu from blocking them consistently. To really put Tengu on the ropes, switch attack ranges frequently and pick away at him gradually. Or, use attacks such as the Air Walk and Flying Knee Kick, which can interrupt Tengu's Whirlwind Attack from a distance. Look for opportunities to counter Tengu's long combination attacks, especially those that would otherwise lift you off the ground and put you at his mercy. And do your best to get up off the ground without putting yourself right back into the fray. If Tengu gets too many free shots at you, no amount of attitude will help you recover.

TINA ARMSTRONG

Tina is the second character you encounter in Story Mode. Zack's advances toward Tina are not appreciated, so expect her to fight to prove that she's more than just a pretty face. Tina's throws are her best asset, so stay out of her range; if she can't reach you, she can't throw you. However, if she does manage to get hold of you, be prepared to escape a combination throw – one or two of those and you're done. Tina can also dish out damage with more conventional punching and kicking attacks. Take advantage of your speed. Use it to avoid throws and to launch attacks to keep her away from you. And to think, if she'd just gone to the beach with you....

ZACK'S ENDING

With Tengu destroyed, it appears that Zack has made the world a very cool place. In fact, it's so cool that snowboarding season just opened! Kowabunga!



BAYMAN



DETAILS

Home: Brighton Beach, NY
Fighting Style: Russian Martial Arts
Age: 31
Height: 6'
Weight: 231 lbs.
Measurements: Bust 47", Waist 36", Hips 37"
Occupation: Assassin
Costumes: 3
Story: One of Bayman's first memories as a child was of his parents being executed under martial order. Later in his life, he was trained by the military in commando-style fighting and became a special agent for the Kremlin. This all ended one day when it was discovered that he had become involved with the daughter of his commanding officer, a beautiful woman named Roland. He was cast out of the Special Forces, never to return. He now resides in Brighton Beach, New York, where he works as a professional hitman.

MOVES

DEADLY MOVES

SMASH UPPER

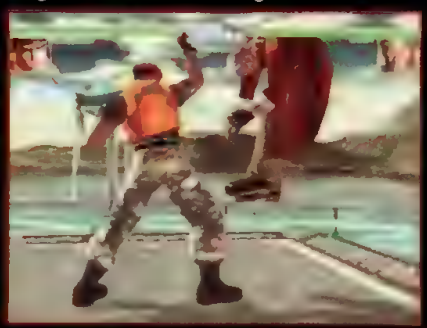
⇧, ▲, ▲

Total Damage:45

Target Area: Middle; Damage: 18



Target Area: Middle; Damage: 27



Target Area: Middle; Damage: 34



RISING • TOMAHAWK

⇗, ●

Total Damage:34

Target Area: Middle; Damage: 20



KNEE • LIFT

⇨, ●

Total Damage:20

Target Area: Middle; Damage: 30



HEEL • HAMMER

⇦, ●

Total Damage:30

Target Area: High; Damage: 24



STUN • JAB

▲+●

Total Damage:24

Target Area: – ; Damage: 0



ROLL

⇧,▲+● or ⇩,▲+●

Total Damage:38

Although it doesn't do any damage, the Roll is an incredibly useful maneuver that can both get you out of the way of incoming attacks and put you in position to launch unexpected attacks. Use this unique ability to give your opponent fits!

Target Area: Middle; Damage: 40



SHOULDER • TACKLE

⇦,⇨,▲

Total Damage:40

Target Area: Middle; Damage: 25



Target Area: Middle; Damage: 30



REVERSE • DOUBLE • HAMMER

⇦,▲+●,▲

Total Damage:55

Target Area: Middle; Damage: 18



Target Area: Middle; Damage: 18



Target Area: Low; Damage: 25



CRASH • LEG • SPIKE

⇨,▲,▲,⇨,●

Total Damage:61

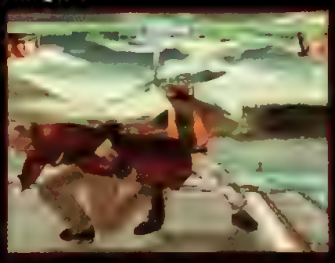
Target Area: – ; Damage: 0

RUSSIAN REVERSE

⇦,▲+●

Total Damage:0





This throw does no damage, but puts your opponents on your opposite side with their back turned. Use the opportunity to crush them into submission!

MOVES
DEADLY MOVES

Target Area: Middle; Damage: 30



SOLID • CANNON
↓,↘,→,▲
Total Damage:30

TIP

Bayman can only hit his opponent with two of the three hits of the Trap Reverse Hammer. If the first two hits connect, the opponent is smashed to the floor, meaning Bayman can't connect with the third hit. However, if your opponent thinks the move is over after two hits and lets his or her guard down, you'll knock 'em for a loop for sure!

Target Area: High; Damage: 32



Target Area: Middle; Damage: 25



Target Area: Middle; Damage: 30



TRAP • REVERSE • HAMMER
●,▲,▲
Total Damage:-

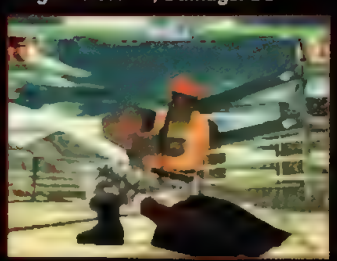
Target Area: High; Damage: 45



Target Area: - ; Damage: 25



Target Area: - ; Damage: 35



REVERSE • SHRIMP • LOCK
←,→,▲+●,(pause) →,←,▲+●,(pause) ↓,▲+●
Total Damage:105

Target Area: High; Damage: 50



Target Area: - ; Damage: 50





SWING • BREATH • FALL

With your back against the wall and your opponent's back to you ⇦,⇨,■+▲,(pause) ⇦,⇨,■+▲

Total Damage:105

GROUND • SUBMISSION

With your opponent on the ground, standing over him/her ⇩ , ■ + ▲

Total Damage:30

Target Area: Middle; Damage: 30





DOUBLE • SPIKE

⇩, ●, ●

Total Damage:37

Target Area: Low; Damage: 12



Target Area: Low; Damage: 25





BASIC ATTACKS

Move	Command	Target Area	Damage
High Punch	▲	High	10
Middle Punch	⇘,▲	Middle	20
Low Punch	⇩,▲	Low	5
High Kick	●	High	30
Middle Kick	⇘,●	Middle	26
Low Kick	⇩,●	Low	12

JUMPING ATTACKS

Move	Command	Target Area	Damage
Jumping Forward Punch	While jumping toward opponent ▲	Middle	15
Jumping Forward Kick	While jumping toward opponent ●	Middle	30
Forward Landing Punch	Immediately after landing from forward jump ▲	Middle	20
Forward Landing Kick	Immediately after landing from forward jump ●	Low	25
Vertical Jumping Punch	While jumping straight up ▲	Middle	15
Vertical Jumping Kick	While jumping straight up ●	Middle	30
Vertical Landing Punch	Immediately after landing from vertical jump ▲	Middle	20
Vertical Landing Kick	Immediately after landing from vertical jump ●	Low	25
Backward Landing Punch	Immediately after landing from backward jump ▲	Middle	20
Backward Landing Kick	Immediately after landing from backward jump ●	Low	25

RISING ATTACKS

Move	Command	Target Area	Damage
Rising High Kick	Lying on the ground ●	Middle	20
Rising Low Kick	Lying on the ground ⇩,●	Low	20

SPECIAL ATTACKS

Move	Command	Total Damage	Target Areas and Damage per Strike
Palm Arrow	↖,▲	30	M30
Tomahawk Arrow	↗,▲	32	M32
Smash Upper	↑,▲,▲	45	M18,M27
Trass Kick	While rising from a crouch ●	36	H36
Rising Tomahawk	↗,●	34	M34
Jabbering Kick	↑,●	30	H30
Body Sobat	■+●	20	M20
Blust Trass	←,▲,●	35	H17,H18
Blust Drive Knee Jab	←,▲,→,●,▲	33	H17,M9,H7
Knee Lift	→,●	20	M20
Smash	↘,▲	25	M25
Heel Hammer	←,●	30	M30
Flame Knuckle	→,→,▲	30	H30
Shoulder Tackle	←,→,▲	40	M40
Reverse Double Hammer	←,▲+●,▲	62	M25,M37
Leg Spike	↙,●	25	L25
Double Spike	↓,●,●	37	L12,L25
Solid Crash	→,▲,▲,▲	61	M18,M18,M25
Crash Leg Spike	→,▲,▲,↓,●	61	M18,M18,L25
Stomach Break	→,▲,●	48	M18,M30
Rush Sobat	▲,→,▲,●	63	H10,M18,M35
Rush Leg Spike	▲,→,▲,↓,●	53	H10,M18,L25
Jab High Kick	▲,●	38	H10,H28
Storm Hook	▲,▲,▲	44	H10,H10,H24
Storm Blust Knuckle	▲,▲,←,▲	44	H10,H10,H24
Storm Sobat	▲,▲,●	54	H10,H10,M34
Storm Lower	▲,▲,↙,▲	44	H10,H10,L24
Trap Heel Hammer	●,●	42	H30,M12
Trap Reverse Hammer	●,▲,▲	–	H32,M25,M30
Giant Upper	↓,↙,←,▲	32	M32
Solid Cannon	↓,↘,→,▲	30	M30
Slide Scimitar	→,→,●	28	L28

BACK-FACING ATTACKS

Move	Command	Total Damage	Target Areas and Damage per Strike
Turn Back Knuckle	▲	12	H12
Smash Back	▲,▲	30	H12,M18
Smash Upper	▲,▲,▲	52	H12,M18,M22
Turn Body Blow	↓,▲	15	M15
Turn Low Spin Knuckle	↓,▲	13	L13
Turn Spin Kick	●	30	H30
Turn Side Kick	↓,●	28	M28
Turn Low Spin Kick	↓,●	25	L25

THROWS

Move	Command	Total Damage
Victor Knee Cross Lock	■+▲	45
Arm Lock	⇨,■+▲	48
Fire Storm Knee	With opponent's back against the wall ⇨,■+▲	55
Reverse Shrimp Lock	⇦,⇨,■+▲,(pause)⇨,⇦,■+▲,(pause)⇩,■+▲	105
Step Knee Lift	⇘,⇘,■+▲	65
DDT	⇩,⇙,⇦,■+▲,(pause)⇨,⇦,■+▲,(pause)⇩,■+▲	105
Windmill Back Breaker	⇦,⇙,⇩,⇘,⇨,■+▲	67
Jumping Arm Reverse Cross Lock	With opponent's back to you ■+▲	55
Hell Hazard Lock	With opponent's back to you ⇨,■+▲	60
Swing Sleeper	With opponent's back to you ⇦,⇨,■+▲,(pause)⇨,⇦,■+▲	90
Swing Breath Fall	With your back against the wall and your opponent's back to you ⇦,⇨,■+▲,(pause)⇨,⇦,■+▲	100
Crazy Crash	With opponent crouching ⇩,■+▲,(pause)⇩,■+▲,(pause)⇩,⇩,■+▲	84
Reverse Arm Lock	With opponent crouching ⇙,■+▲,(pause)⇩,■+▲	75

HOLDS

Move	Purpose	PlayStation2 Mode Command	Arcade Mode Command	Total Damage
Head Hunting Cross Lock	Counters your opponent's high attacks	⇖,■	⇦,⇨,⇖,■	62
Death Trap	Counters your opponent's middle punch attacks	⇦,■	⇨,⇦,■	62
Snake Bites	Counters your opponent's middle punch attacks next to a wall	⇦,■	⇨,⇦,■	72
Jumping Knee Cross Lock	Counters your opponent's middle kick attacks	⇦,■	⇦,⇨,■	62
Cobra Demon Lock	Counters your opponent's low attacks	⇩,■	⇩,⇦,⇙,■	81
Catching Arm Lock	Counters your opponent's jumping punch attacks	⇦,■	⇨,⇦,■	77
Heel Hold	Counters your opponent's jumping kick attacks	⇦,■	⇦,⇨,■	77

OPPONENT DOWN ATTACKS

Move	Command	Total Damage
Knee Drop	⇧,▲+●	22
Stomping	⇩,●	12
Ground Submission	With your opponent on the ground, standing over her ⇩, ■+▲	30

TAUNTS

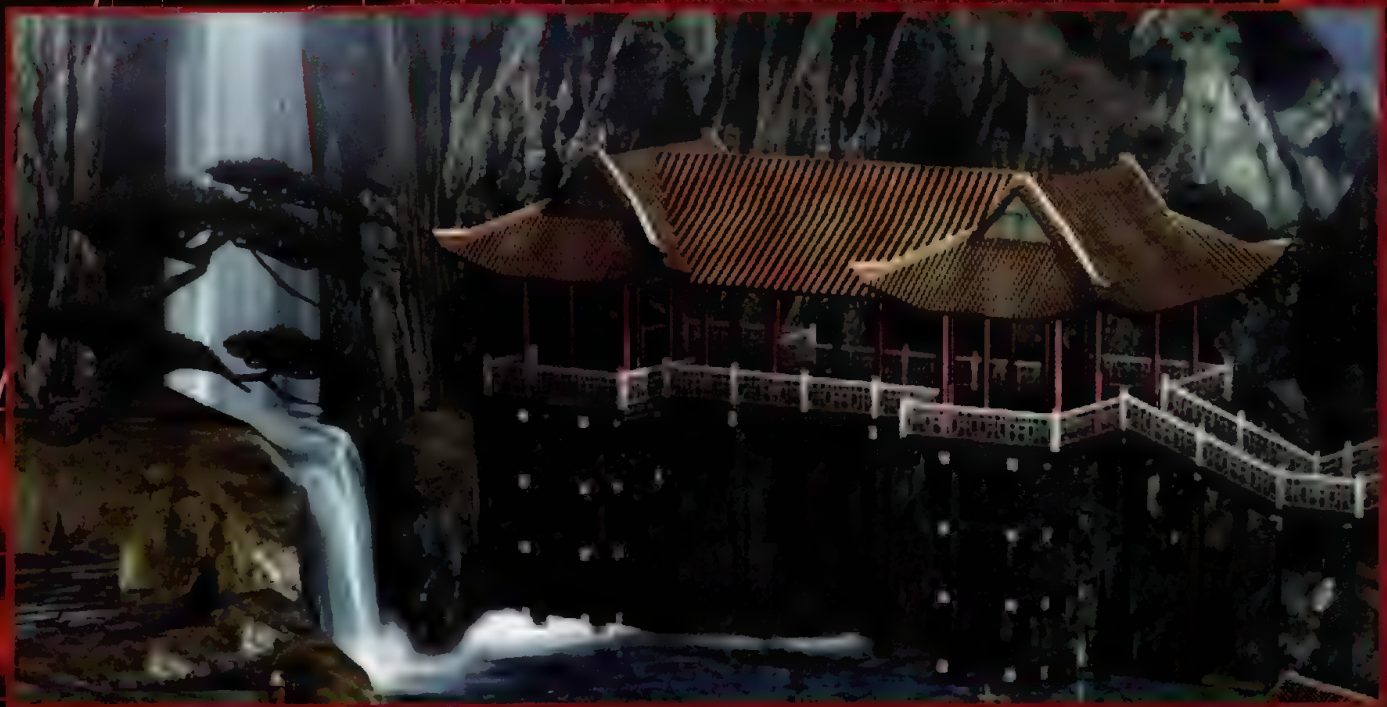
Move	Command
Go to Hell	⇦,⇨,⇦,■+▲+●

MISCELLANEOUS MANEUVERS

Move	Command
Roll	⇧,▲+● or ⇩,▲+●

TAG TEAM ATTACKS

Move	Teammate	Command	Total Damage
Heavy Sand	Zack	⇨,⇨,■+▲+●	70
Pretzel Untwist	Bayman	⇨,⇨,■+▲+●	70
Smackdown	Gen Fu	⇨,⇨,■+▲+●	70
Twist Slam	Tina	⇨,⇨,■+▲+●	70
Guillotine Napalm	Bass	⇨,⇨,■+▲+●	70
Mack Truck	Bass	⇩,⇘,⇨,■+▲+●	80
Death Trap	Teamed with anyone other than the above	⇨,⇨,■+▲+●	62

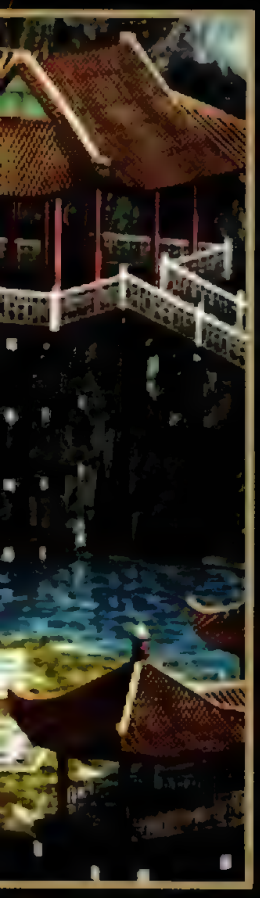


TENGU DETAILS



Name: Unknown
Fighting Style: Tengu-Do
Age: 1,500
Height: 7'1"
Weight: 500 lbs.
Measurements: unknown
Occupation: Lord of Evil
Costumes: 2
Story: The evil Tengu killed the king of Tengu world and descended into the human world. In Tengu's view, what happens to the human race is insignificant. He claims that all disasters are nothing more than delusions he has created. He was the cause of the infamous calamity commonly known as the End of the Century Tengu Disaster.

MOVES
DEADLY MOVES

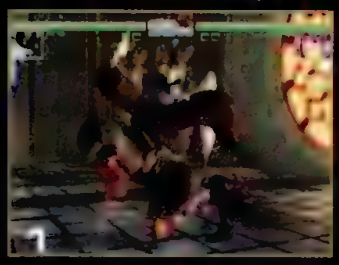


Target Area: High; Damage: 22

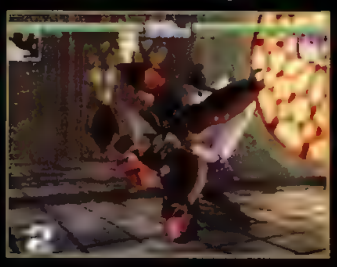


SOMERSAULT KICK
↖, ●
Total Damage:22

Target Area: Middle; Damage: 12



Target Area: Middle; Damage: 15



Target Area: Middle; Damage: 22



TRIPLE ELBOW • HOP
↙, ▲, ▲, ▲
Total Damage:49

FLYING • THRUST
During Somersault Kick, ●
Total Damage:35

As soon as you enter the command for the Somersault Kick, input the command for this move. Instead of landing after the kick, you'll fly straight into your opponent, giving him or her a nasty headache if he or she forgets to block.

Target Area: Middle; Damage: 35



RISING WING

↓, ■+●, ●

Total Damage:38

Target Area: Low; Damage: 25



Target Area: Middle; Damage: 13

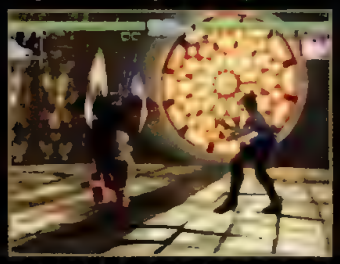


TENGU • TORNADO

←, ▲+●, (pause) ●

Total Damage:60

Target Area: High; Damage: 60



The Tengu Tornado can be countered only at extremely close range. Also, after Tengu has let loose the whirlwind in the second part of the move, it can only be blocked, not countered.

Target Area: – ; Damage: 70



CRASH • LANDING

←,↙,↓,↘,→, ▲+●

Total Damage:70

Tengu gives new meaning to the word "painful" with this ultra-brutal throw. You'll be wincing every time you think about it, guaranteed.

Target Area: – ; Damage: 72



SPINNING • PILEDRIVER

With opponent crouching,

↘, ↘, ▲+●

Total Damage:72

Got friends in high places? Remember to wish them a thoughtful good-bye right before Tengu makes a pancake out of your head.



BASIC ATTACKS

Move	Command	Target Area	Damage
High Punch	▲	High	15
Middle Punch	↘, ▲	Middle	18
Low Punch	↓, ▲	Low	8
High Kick	●	High	30
Middle Kick	↘, ●	Middle	25
Low Kick	↓, ●	Low	20

JUMPING ATTACKS

Move	Command	Target Area	Damage
Jumping Forward Punch	While jumping toward opponent ▲	Middle	15
Jumping Forward Kick	While jumping toward opponent ●	Middle	35
Forward Landing Punch	Immediately after landing from forward jump ▲	Middle	25
Forward Landing Kick	Immediately after landing from forward jump ●	High	30
Vertical Jumping Punch	While jumping straight up ▲	Middle	15
Vertical Jumping Kick	While jumping straight up ●	Middle	30
Vertical Landing Punch	Immediately after landing from vertical jump ▲	Middle	25
Vertical Landing Kick	Immediately after landing from vertical jump ●	High	30
Backward Landing Punch	Immediately after landing from backward jump ▲	Middle	25
Backward Landing Kick	Immediately after landing from backward jump ●	High	30

RISING ATTACKS

Move	Command	Target Area	Damage
Rising High Kick	Lying on the ground ●	Middle	20
Rising Low Kick	Lying on the ground ↓,●	Low	25



SPECIAL ATTACKS

Move	Command	Total Damage	Target Areas and Damage per Strike
Spin Kick	●,●	N/A	H30,H30
Combo Wing Spin	▲,▲,▲	39	H15,H7,H17
Combo Spin Kick	▲,▲,●	37	H15,H7,H15
Combo Spin Low Kick	▲,▲,↓,●	34	H15,H7,H12
Swing Kick	▲,▲,↓,●	25	M25
Roll Kick	▲,▲,↓,●	30	H30
High Rise Kick	↑,●	30	H30
Gut Punch	→,▲	25	M25
Devilish Double	→,▲,▲	40	M25,M15
Wing Spin	→,→,▲	35	H35
Back Wing Spin	←,▲	35	H35
Fan Punch	▲+●	25	M25
Triple Elbow Hop	↙,▲,▲,▲	49	M12,M15,M22
Spin Kick	■+●	26	M26
Somersault Kick	↖,●	22	H22
Flying Thrust	During somersault kick,▲	35	M35
Heavy Kick	↓,↘,→,●	30	M30
Rising Wing	↓,■+●,(pause)●	38	L25,M13
Tengu Tornado	↓,■+●,(pause)●	60	H60

BACK-FACING ATTACKS

Move	Command	Total Damage	Target Areas and Damage per Strike
Stun Punch	▲	25	H25
Turn Spin Kick	●	30	H30
Turn Low Spin Kick	↙,●	25	L25
Turn Sweep Kick	↓,●	28	M28
Turn Spin Knuckle	↙,▲	12	M12
Turn Low Spin Knuckle	↓,▲	15	M15
Turn Flip Kick	↑,●	30	M30

THROWS

Move	Command	Total Damage
Ground Crush	■+▲	55
Arm Breaker	⇨,■+▲	65
Crash Landing	⇦,⇙,⇩,⇘,⇨,■+▲	70
Body Thrust	With opponent's back to you ■+▲	58
Roll Crusher	With opponent's back to you ⇨,■+▲	63
Body Drop	With opponent crouching ⇩,■+▲	65
Spinning Piledriver	With opponent crouching ⇘,⇘,■+▲	72
Back Body Drop	With crouching opponent's back to you ⇦,■+▲	75

HOLDS

Move	Purpose	PlayStation2 Mode Command	Arcade Mode Command	Total Damage
Arm Twist Takedown	Counters your opponent's high punch attacks	⇦,■	⇦,⇨,⇖,■	78
Double Body Slam	Counters your opponent's high kick attacks	⇖,■	⇦,⇨,⇖,■	63
Arm Twist Takedown	Counters your opponent's middle punch attacks	⇦,■	⇨,⇦,■	94
Leg Twist Takedown	Counters your opponent's middle kick attacks	⇦,■	⇦,⇨,■	94
Rag Doll Fling	Counters your opponent's low kick attacks	⇙,■	⇦,⇨,⇙,■	77
Wing Roll	Counters your opponent's low punch attacks	⇙,■	⇦,⇨,⇙,■	94

OPPONENT DOWN ATTACKS

Move	Command	Total Damage
Flying Heel Press	⇧,▲+●	25
Heel Crush	⇩,●	15

TAUNTS

Move	Command
My Delusion	⇦,⇨,⇦,■+▲+●
War Cry	⇩,⇩,■+▲+●

MISCELLANEOUS MANEUVERS

Move	Purpose	Command
Flight	Cover long distances quickly	⇨,▲
Somersault	Somersault away from your opponent	⇦,▲
Flying Thrust	Follow-up to Somersault or Somersault Kick	▲

TIP

During the Flight maneuver, you can press ■ up to two more times to stay in the air longer.

TAG TEAM ATTACKS

Move	Teammate	Command	Total Damage
Tengu Drop	Anyone	⇨,⇨,■+▲+●	63





SECRETS

NEW COSTUMES

Each character in *DOA2: Hardcore* comes equipped with two costumes by default. To unlock additional costumes, you have to accomplish several goals within the game. There's usually more than one way of unlocking each costume, but the easier solution tends to be more time consuming while the harder solution is instantaneous. Also, you must unlock the costumes in numerical order, and you can't unlock more than one costume at one time. In other words, you must have costume C3 available before costume C4 can be collected, and so on. Below is a list of the characters and the method for unlocking each new costume.

AYANE

Costume	Condition 1	Condition 2
C3	Complete Story Mode using Ayane (any settings)	–
C4	Complete Story Mode using Ayane without continuing (default or above average settings only)	Complete Story Mode using Ayane five times (any settings)
C5	Earn 1.5 million points using Ayane in Survival Mode (default or above average settings only)	Play as Ayane more than 25 times
C6	Complete over 50 Stages using Ayane in Survival Mode (any settings)	Play as Ayane more than 50 times
C7	Complete Time Attack Mode using Ayane in less than 4:15 (default settings only)	Play as Ayane more than 100 times
C8	Get "Tiara" Item using Ayane in Survival Mode (any settings)	Play as Ayane more than 200 times



BASS

Costume	Condition 1	Condition 2
C3	Complete Story Mode using Bass (any settings)	–
C4	Complete Story Mode using Bass without continuing (default or above average settings only)	Complete Story Mode using Bass Five times (any settings)
C5	Get "Championship Belt" using Bass in Survival Mode (any settings)	Play as Bass more than 50 times

BAYMAN

Costume	Condition 1	Condition 2
C3	Play as Bayman more than 10 times	–
C4	Get "Bayman's Missile" using Bayman in Survival Mode (any settings)	Play as Bayman more than 30 times

EIN

Costume	Condition 1	Condition 2
C3	Complete Story Mode using Ein (any settings)	–
C4	Complete Story Mode using Ein without continuing (default or above average settings only)	Complete Story Mode using Ein five times (any settings)
C5	Get "Scrolls" Item using Ein in Survival Mode (any settings)	Play as Ein more than 50 times

GEN FU

Costume	Condition 1	Condition 2
C3	Complete Story Mode using Gen Fu (any settings)	–
C4	Complete Story Mode using Gen Fu without continuing (default or above average settings only)	Complete Story Mode using Gen Fu five times (any settings
C5	Earn 1 million points using Gen Fu in Survival Mode (default or above average settings only)	Play as Gen Fu more than 30 times
C6	Win a total of 48 matches using Gen Fu in Survival Mode (default or above average settings only)	Play as Gen Fu more than 75 times
C7	Get "Mahjong Counter" using Gen Fu in Survival Mode (any settings)	Play as Gen Fu more than 150 times

HELENA

Costume	Condition 1	Condition 2
C3	Complete Story Mode using Helena (any settings)	–
C4	Complete Story Mode using Helena without continuing (default or above average settings only)	Complete Story Mode using Helena five times (any settings)
C5	Earn 2 million points using Helena in Survival Mode (default or above average settings only)	Play as Helena more than 30 times
C6	Complete Time Attack Mode using Helena in less than 4:15 (default settings only)	Play as Helena more than 75 times
C7	Get "Rocket" Item using Helena in Survival Mode (any settings)	Play as Helena more than 150 times

JANN LEE

Costume	Condition 1	Condition 2
C3	Complete Story Mode using Jann Lee (any settings)	–
C4	Complete Story Mode using Jann Lee without continuing (default or above average settings only)	Complete Story Mode using Jann Lee five times (any settings)
C5	Earn 1 million points using Jann Lee in Survival Mode (default or above average settings only)	Play as Jann Lee more than 50 times
C6	Get "Dragon" Item using Jann Lee in Survival Mode (any settings)	Play as Jann Lee more than 100 times

KASUMI

Costume	Condition 1	Condition 2
C3	Complete Story Mode using Kasumi (any settings)	–
C4	Complete Story Mode using Kasumi (default or above average settings only)	Complete Story Mode using Kasumi three times (any settings)
C5	Complete Story Mode using Kasumi without continuing (default or above average settings only)	Complete Story Mode using Kasumi five times (any settings)
C6	Earn 2 million points using Kasumi in Survival Mode (default or above average settings only)	Play as Kasumi more than 50 times
C7	Complete over 50 Stages using Kasumi in Survival Mode (default or above average settings only)	Play as Kasumi more than 100 times
C8	Get "Cherry" Item using Kasumi in Survival Mode (any settings)	Play as Kasumi more than 200 times

LEIFANG

Costume	Condition 1	Condition 2
C3	Complete Story Mode using Lei Fang (any settings)	–
C4	Complete Story Mode using Lei Fang without continuing (default or above average settings only)	Complete Story Mode using Lei Fang three times (any settings)
C5	Earn 1 million points using Lei Fang in Survival Mode (default or above average settings only)	Complete Story Mode using Lei Fang five times (any settings)
C6	Complete Tag Battle Mode using Lei Fang wearing C5 and Jann Lee wearing C5	Play as Lei Fang more than 50 times
C7	Complete Time Attack Mode using Lei Fang in less than 4:15 (default settings only)	Play as Lei Fang more than 100 times
C8	Get "Decoration Cake" Item using Lei Fang in Survival Mode (any settings)	Play as Lei Fang more than 200 times

LEON

Costume	Condition 1	Condition 2
C3	Complete Story Mode using Leon (any settings)	–
C4	Complete Story Mode using Leon without continuing (default or above average settings only)	Complete Story Mode Using Leon five times (any settings)
C5	Get "Missile" Item using Leon in Survival Mode (any settings)	Play as Leon more than 50 times

RYU HAYABUSA

Costume	Condition 1	Condition 2
C3	Complete Story Mode using Hayabusa (any settings)	–
C4	Complete Story Mode using Hayabusa without continuing (default or above average settings only)	Complete Story Mode using Hayabusa five times (any settings)
C5	Earn 1 million points using Hayabusa in Survival Mode (default or above average settings only)	Play as Hayabusa more than 50 times
C6	Get "Green Tea" item using Hayabusa in Survival Mode (any settings)	Play as Hayabusa more than 100 times

TINA

Costume	Condition 1	Condition 2
C3	Complete Story Mode using Tina (any settings)	–
C4	Complete Story Mode using Tina without continuing (default or above average settings only)	Complete Story Mode using Tina five times (any settings)
C5	Earn 1.5 million points using Tina in Survival Mode (default or above average settings only)	Play as Tina more than 30 times
C6	Complete Time Attack Mode using Tina in less than 4:15 (default settings only)	Play as Tina more than 75 times
C7	Get "Roast Chicken" item using Tina in Survival Mode (any settings)	Play as Tina more than 150 times

ZACK

Costume	Condition 1	Condition 2
C3	Complete Story Mode using Zack (any settings)	–
C4	Complete Story Mode using Zack without continuing (default or above average settings only)	Complete Story Mode using Zack six times (any settings)
C5	Earn 1 million points using Zack in Survival Mode (default or above average settings only)	Play as Zack more than 50 times
C6	Get "Parfait" item using Zack in Survival Mode (any settings)	Play as Zack more than 100 times

NEW CHARACTERS

Two new characters are available in *DOA2: Hardcore* – Bayman and Tengu. Regardless of what you accomplish, Bayman must be unlocked before Tengu can be made available. Below is a list of the conditions you must satisfy to first unlock Bayman, then Tengu.

Character	Condition 1	Condition 2
Bayman	Complete Story Mode with all characters (any settings)	Complete Story Mode using any combination of characters 30 times
Tengu	Collect 10 Stars in Survival Mode	Play as any combination of characters more than 200 times

NOTE

The Star item only appears in Survival Mode once you have satisfied the criteria for unlocking Bayman. Until that time, Stars do not appear in Survival Mode, and the countdown for the total usage statistic remains inactive. Also, remember that collecting Stars is a cumulative process – you don't have to get them all in one Survival Mode session. Just remember that in order to keep the Stars you've already collected, you must save your game to the Memory Card.

CG GALLERY

To unlock the CG Gallery, you must earn a total of 200 "Game Points". Game Points are acquired by playing certain modes of the game. The following table illustrates all of the different ways to earn Game Points.

Game Mode	Points
Story	10
Time Attack	20
Survival	20
Versus	20
Tag	30
Team	40

NOTE

As with collecting Stars in Survival Mode, the process of earning Game Points is cumulative, and the effect will not last if you turn off the system without saving your data to your Memory Card. Make sure to save your game anytime you unlock something new. Don't let your hard work go to waste!

COLLECTION

The Collection option becomes available as soon as you unlock any secret in the game.

EXPANDED CREDITS

By finishing the game with every character in Very Hard mode, you can view a special credits sequence that contains new music, the names of every team member on every version of *Dead or Alive*, and even banners for *Dead or Alive* fan websites!
Now that's "Hardcore"!



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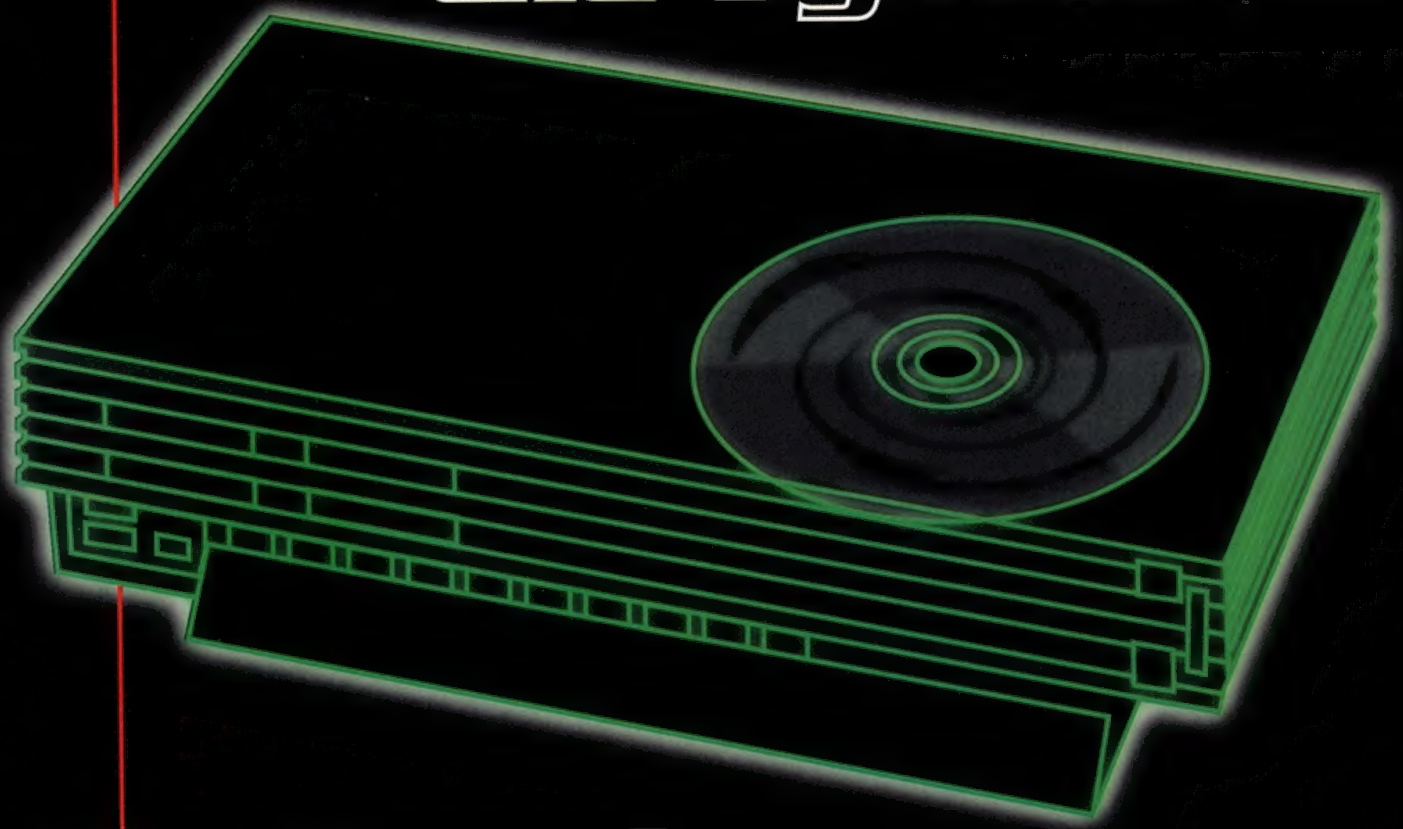
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